

GURPS[®] Horror/Cliffhangers[™]

CHAOS IN KANSAS

Supernatural Adventure in America's Heartland

PRICE

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By James R. Hurst

STEVE JACKSON GAMES

GURPS® Horror/Cliffhangers™

CHAOS IN KANSAS



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STEVE JACKSON GAMES

INTRODUCTION

This book contains two adventures set in the 1920s midwestern boomtown of Liberty, Kansas — a town where the Ozark Mountains meet the Great Plains, and where the sedate, self-confident, modern world meets the terror of the unknown.

About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Roleplayer. This bimonthly newsletter includes new rules, variants, new races, beasts, information on upcoming releases, scenario ideas and more. Ask your game retailer, or write for subscription information.

New supplements and adventures. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

Errata. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

BBS. For those of you who have home computers, SJ Games operates a BBS with discussion areas for several games, including *GURPS*. Much of our playtest feedback for new products comes from the BBS. It's up 24 hours a day at 512-447-4449, at 300, 1200 or 2400 baud. Give us a call!

Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set* (Third Edition). Any page reference that begins with a B refers to a page in the *Basic Set* — e.g., p. B102 means p. 102 of the *Basic Set*, Third Edition. A reference that begins with H refers to *GURPS Horror*; a reference that begins with an M indicates *GURPS Magic*.

About the Author

James Hurst is a long-time gamer who makes his living as an actor in the Wichita area of Kansas. Introduced to wargames by his brothers, he discovered roleplaying games in 1977. *Chaos in Kansas* is his first published work; he plans on doing a second book set in Liberty for early 1990.

In *The Dire Dreamer*, the adventurers must solve a kidnapping and deal with the evil force that threatens the town of Liberty. There are opportunities for characters of all types — sometimes stealth and trickery will be most important, and sometimes muscles and speed will be required!

In *The Cement Works*, the investigators will be asked to solve a very mundane, ordinary problem . . . which mushrooms into a truly unique experience.

Kansas and Liberty

Chaos in Kansas also includes background information on Kansas and the town of Liberty. GMs should read through this section before commencing play, as it contains information relevant to the adventure. It also includes a number of ideas that can be easily developed into interesting sub-plots. GMs should keep their map of Liberty and this adventure after the mystery has been solved. Who knows what unspeakable horrors may crawl into this fair town in the future — another adventure book is in the works already!

PLAYERS SHOULD STOP READING HERE!!!



Using the Adventures

Both of the adventures in this book are designed for use with *GURPS Horror*, and will fit either a *full magic* or a *secret magic* campaign. They will also work perfectly well in a *GURPS Cliffhangers* campaign — all the GM has to do is arrange for the end of each session to occur at a suitably dramatic point, leaving the players in suspense until the next game session.

The adventures may be updated for a modern-day campaign. Some suggestions for this are included in the description of *Liberty*. Or the site could move away from Kansas. *Liberty* could easily become a mining town or the center of a new industry. Any area with a boom economy is appropriate.

The Dire Dreamer

Rich, handsome Tom Heskith has vanished. He just didn't come home one night, and now there is no trace of him. Did he run away? Was it foul play, or an accident? His mother suspects it to be the work of evil spirits . . . and she is not far wrong.

Tom has been kidnapped by a coven of witches who serve the Dire Dreamer . . . a hideous revenant of an ancient wizard. The coven is led by Tom's own fiancée, Lucinda Appley. When Tom grew squeamish over the coven's activities, Lucinda decided to use him as the human sacrifice needed to free the Dire Dreamer. The adventurers must sort through the red herrings surrounding Tom's disappearance and then face the horror of the Dire Dreamer itself.

The Cement Works

This is a change-of-pace adventure. It starts mundanely, as the PCs are asked to help deal with a local labor disturbance. But it soon escalates to horror; a man has been murdered, and his ghost walks!

The actual culprit in the local labor troubles is the ghost of Joe Wesley, an IWW union organizer. While snooping around the site one night, Joe was killed by Jerry Goad, a company guard. Joe now haunts the site as a spectral agitator.

The investigators must unearth the true nature of the disturbance and appease or exorcise the spirit. Though not without risks, this adventure is intended to be tongue-in-cheek. The quirks of the NPCs and the humorous situations should be played up for all they're worth. The players should feel sympathy for the earnest, clever ghost, even as they fight him.

Character Creation

The adventures are suitable for four to six 100-point characters, but experienced characters will also find them challenging and fun. A variety of character types and skills will be useful. At least one member of the party should be a detective or occultist. In order to preserve the mystery aspects of the adventure, players should create characters from *outside* the *Liberty* area. Characters with Area Knowledge of *Liberty* or local influence will unbalance the adventure.

The Dire Dreamer is a dangerous scenario; PCs need combat skills, particularly firearms skills, to complete it successfully. Demolition skill will also come in handy. Other useful skills are Climbing, Criminology, Detect Lies, Diplomacy; Driving (Auto), Fast-Talk, First Aid, French, Lockpicking, Occultism, Research, Shadowing, Stealth, Streetwise and Tracking.

The Cement Works, on the other hand, is not physically dangerous unless the PCs initiate violence. Social skills will be far more important than combat . . . but let the players learn that for themselves.

Now, welcome to the wheat fields of Kansas! But be careful where you go after dark . . .

Using the GM Aids

This book contains several special items the GM can use for added interest and convenience. They are intended to be photocopied for use; GMs should not show the book to players!

Telegrams

These are the two "Eastern Union" telegrams found on p. 4. They may be photocopied, cut out and handed to the players, one at a time, at the beginning of the adventure. For more realism, copy them on colored paper; authentic telegrams are yellow.

Newspaper Clippings

There are two of these — one for each adventure. Photocopy them on ordinary paper (though, if it is available, gray or slightly yellowish paper might look more like 1920s newspaper).

For *The Dire Dreamer*, this is the news report in the sidebar on p. 5. If one of the PCs successfully researches the situation, he may be handed the "actual newspaper clipping" that he finds.

For *The Cement Works*, this is the clipping found on p. 17. If the investigators are in *Liberty* when the adventure starts, they will read this in their morning paper. Otherwise, the clipping may be mailed to them by John Selby when he retains them to investigate.

Map of Liberty

This map, on p. 32, is for the GM's reference. It is very unlikely that a city map of this much detail would be available for a small Kansas town in the 1920s or '30s. The locals know where everything is, and there aren't enough visitors to make it worth anyone's time to create a map. If the players want their own map, they should be required to draw it themselves. (Of course, if the players and GM find this boring, the GM can hand them a copy of his map.)



1

THE DIRE DREAMER

A Desperate Appeal

The character most prominent in occultism or detection receives the following telegram:

The Missing Heir: Tom Heskith

Age 19, wavy black hair, brown eyes;
5'10", 155 lbs.
ST 10, DX 12, IQ 10, HT 11.
Basic Speed 5.75; Move 5.
Dodge 5.
Advantage: Wealthy.
Disadvantage: Weak Will -2.
Skills: Baseball-15; Carousing-11;
Driving (Auto)-13; Guns; (Rifle)-12.
Language: English-10.
Weapons: Baseball bat (1d+3 crushing), .22 rifle (1d+2 crushing).

The missing heir is in serious trouble. Unless rescued fairly soon he will be sacrificed by his fiancée, Lucinda Appley. If the investigators save him, Tom will (after a few day's rest) be ready and able to assist them in any further adventuring needed to complete the investigation. His feelings toward his fiancée will have undergone a dramatic alteration.

Tom is a nice kid, a good athlete, with an easygoing nature. Hopefully, he will be more careful who he gives his heart to in future.

If rescued, Tom tells the adventurers about his kidnapping at the Old Cemetery, and that Lucinda visits Cedar Ridge on a regular schedule.



EASTERN UNION

10:00 AM

LIBERTY, KANSAS

MAY 18, 1927

FRIDAY

YOU MUST SAVE MY SON STOP I KNOW YOU ARE GOOD PEOPLE AND CANNOT REFUSE THE CALL OF A SPIRIT IN PERIL STOP NO REWARD IS TOO GREAT IF YOU CAN HELP STOP PLEASE HURRY STOP

SIGNED

MRS JESSE HESKITH

Before the investigators can puzzle out the intent of this communication, another arrives:

EASTERN UNION

10:04 AM

LIBERTY, KANSAS

MAY 18, 1927

FRIDAY

SPIRITS BUNKUM STOP JUST KEEP MY MRS HAPPY STOP RETAINER FOLLOWS STOP ADVISE ARRIVAL TIME STOP

SIGNED

JESSE HESKITH

This second telegram is accompanied by a bank draft for \$200.

Any character who succeeds in an IQ roll or makes a Research roll recalls a recent headline and can find a front-page article of two days previous, as shown in the sidebar. Thus, Heskith's story appears to be perfectly true.

Still, before departing for Liberty or accepting the commission, the party may want more information about Heskith. This information could be discovered in a newspaper morgue, a large public library, or anywhere else that the GM rules is reasonable.

A successful Research roll reveals that Jesse Heskith was a wildcat oilman who struck it rich. He is now the president of one of the nation's largest independent oil companies. Heskith is not a joiner or politically active. His wife belongs to various spiritualist and theosophical groups.

The investigators should telegraph Heskith with their response. If the group accepts his offer, Heskith sends train tickets by wire for the entire party. This brings them to the town within three days from most points in the United States.

If the group has access to a plane or airship, Wilson's Aerodrome near Liberty can accommodate them and will store planes in a hangar for \$20 a week.

Arrival in Liberty

The heroes are met at the Santa Fe station (location 34) or Wilson's Aerodrome (location 1) by Heskith's chauffeured limousine.

Joe, the black chauffeur, is inclined to talk. On a reaction roll of Neutral or better, he keeps up a running commentary about the town as they drive to the mansion (see pp. 25-31 for details of the town; the map is on p. 32).

Joe points out the mix of old and new buildings, including a new five-story office block, the tallest building for 100 miles. There are several elaborate, though small, motion picture palaces, and two rival vaudeville theaters. Fashionable new emporia rub shoulders with old-fashioned general stores and neighborhood markets.

He is optimistic about the town's future. He will specifically mention the big new Selby cement works being built outside of town.

As the car passes some of the many big, new houses, Joe comments that, "Since the oil boom, seems like everybody's livin' in a mansion, exceptin' the Southsiders." If asked, he explains that Liberty's poor live south of the railroad tracks, and adds "... the farther south the poorer."

Joseph Johnson

Joe Johnson has ST 10, DX 13, IQ 10, HT 10. Age 36, brown eyes, dark skin, short black hair; 5'11", 177 lbs. Absolute Direction; High Pain Threshold; Social Stigma (Black); Sense of Duty (to Heskiths).

Quirks: Very talkative; Likes loud ties; Teetotaler.

Skills: Area Knowledge (Liberty)-13; Brawling-15; Climbing-14; Driving (Auto)-16; First Aid-12; Guns (Pistol)-15; Mechanic-11.

Language: English-10.

Weapon: .38 revolver (2d-1 crushing).

Joe Johnson is Jesse Heskith's chauffeur, valet, bodyguard and friend. Joe has worked for Mr. Heskith for 16 years, starting as his aide in the oilfields. Joe is devoted to the Heskiths and is a trusted confidant; the investigators' behavior toward Joe will have a great effect on the way Heskith treats them. If Joe were to recommend that Heskith fire them, that is what would happen, immediately.

Joe is fond of Tom and has been worried about his taking up with the wild Lucinda. He doesn't care for Lucinda, but can't explain why.

Intelligent and talkative, he makes friends quickly. If the adventurers treat him well, he can be of great help with his knowledge of the area and his skills. ... not to mention his combat ability. If Joe is alienated, he will do nothing that might harm any of the Heskiths, but he will not risk himself to help the *adventurers* themselves!

The GM should use Joe as a "mouthpiece." He will stay with the PCs through much of the adventure, and can be used to give them any information that they need and can't immediately find out for themselves.

Oil Magnate's Son Vanishes

Was It A Kidnapping?

Family And Friends In Tears

Liberty, Kansas - This small town was rocked yesterday as word spread that the son of its most prominent citizen had disappeared. Thomas Heskith, the only child of Mr. Jesse Heskith, founder and president of the Plains Oil Company, was discovered to be missing from his room in the Heskith mansion late on the morning of the 15th.

After calls and searches by members of the household failed to locate him, the local authorities were notified that evening. Sheriff Don Barr is withholding comment pending further developments. It is rumored that foul play is suspected, possibly the work of gangsters or anarchists. Mr. Heskith claims that no ransom demands have been made and denies that he is in contact with the Federal Bureau of Investigation.

The Heskith Mansion

Soon the limousine sweeps up the long tree-lined drive of the Heskith estate (location 2). Immaculately kept, the 20-room Heskith mansion is an expensive but tasteless hodgepodge of neo-Georgian and Victorian, with Art Nouveau touches.

On their arrival, a butler ushers the investigators into a plush parlor where they are met by Mrs. Heskith. She is almost hysterical, babbling of psychic vibrations and evil auras. Her gist is that her son has been spirited away by malign supernatural forces. She wants the characters to exorcise these spirits and rescue her son.

Moments later, Mr. Heskith arrives from outside. His expensive western-style clothes are splashed with mud, indicating that he has recently returned from searching for his son. After seeing his wife into the care of a maid, he greets the adventurers.

"Howdy, folks. Name's Jesse Heskith. I don't believe in spooks nor spirits. I sent for you because my Missus is going crazy with worry over Tom. I hope bringin' you in like she asked will keep her occupied while the sheriff and I keep lookin' for him. I'll give \$20 a day each just to do that. If you do find my boy, I'll give you a \$500 reward. And if somebody's hurt or kidnapped him, I want 'em brought in. You do that and I'll double that reward. What do you say?"

If the party accepts this proposal (for a modern-day scenario, multiply the dollar amounts by ten), Heskith gives them the basic facts below and directs them to the sheriff for details.

The morning of May 15, Tom did not come down to breakfast. He sometimes left early or rose late, so no one was alarmed by his absence. Later, it was discovered that his bed had not been slept in and his car was not in the garage. When he had not returned by dinner time, the family started to make inquiries.

Heskith also provides a note of introduction which gives the group a +2 reaction bonus when dealing with law-abiding locals. In order to help the investigators find their way around town, he offers them the use of his limousine and chauffeur. Of course, this lets him keep a discreet eye on them!

Pacing the Adventure

This is the point at which the investigation actually begins. The heroes are trying to rescue Tom Heskith, but the adventure has a second goal: the defeat of Lucinda and the Dreamer. It is possible that the investigators might rescue Tom without uncovering the existence of the Dreamer. In that case, the GM must arrange a new plot device to keep the investigation alive, such as having a PC or friendly NPC fall under the Dreamer's control.

Much of the early part of the adventure should run like a mystery story, with the emphasis on gathering information and interviewing suspects and witnesses. As the investigators travel about town, the GM should check the various site descriptions in Chapter 3 and give them appropriate information (and appropriate fisticuffs or gunplay).

Eventually, the PCs will realize that Lucinda is evil; at that point, there are several ways they might find the location of her "secret" cave — the lair of the Dreamer. To conclude the scenario, confrontation with the villains and monsters is necessary. The heroes will almost certainly need NPC assistance. Even so, they will be better off using stealth and avoiding direct combat as much as possible. The villains fear exposure as much as attack, and use their subtler powers of misdirection and influence to confuse the investigation.

Battling the Dire Dreamer is especially dangerous — without strong weapons, NPC aid and (especially) the Goat Mask, the party is likely to be destroyed.

Jesse Heskith

Male, age 45, grizzled brown hair and moustache, brown eyes, 5'10", 160 lbs.
ST 10, DX 10, IQ 11, HT 10.
Basic Speed 5; Move 5.
Dodge 5.
Advantage: Very Wealthy.
Disadvantage: Honesty.
Skills: Geology (Oil Prospecting)-14; Merchant (Oil Business)-16; Engineer (Mining)-13.
Language: English-11.

Jesse Heskith was one of the wildcat oil men who struck it rich in the oil boom several years ago. He has turned his one-man business into a major national corporation. Through it all, he has maintained a reputation for tough but fair dealing that makes him one of Liberty's most respected citizens.

Faye-Ellen Heskith

Age 42, black hair with silver streaks, blue eyes; 5'4", 115 lbs.
ST 9, DX 10, IQ 10, HT 11.
Basic Speed, 5.25; Move 5.
Dodge 5.
Advantages: Attractive; Voice; Very Wealthy.
Disadvantage: Delusion (Believes herself to be a spiritual adept).
Skills: Occultism-10; Savoir Faire-11; Singing-12.
Language: English-10.

Faye-Ellen Baker was a banker's daughter. Her father helped finance young Jesse Heskith, and the couple were betrothed before Jesse's first big strike. The marriage caused raised eyebrows, for she was the town's leading debutante and he a rough and ready prospector. It was a love match, and they are still devoted to each other and their only child.

Faye-Ellen became involved in spiritualism years ago and believes implicitly in her non-existent sensitivity. She is friendly with Madame Robu, the fortune teller (location 41), and may suggest that the party seek Madame Robu's help.

Clues

Two places where the adventurers may want to commence their investigations are the sheriff's office and the local newspaper office.

Visiting the Sheriff

The sheriff's office is in the County Courthouse (location 21). Sheriff Don Barr has his offices on the top floor, next to the county jail. Barr is in his office on a roll of 1 on one die, or an appointment can be made a half-day in advance. A deputy will always be on duty and will not allow access to the files without the sheriff's consent. Barr only gives his consent if the characters can prove their connection with Jesse Heskith.

Either the sheriff or his deputies can add the following to what the PCs know: Among the last people to see Tom were his fiancée, Lucinda Appley; Paul Matson, the *maître d'* at the Chez Andre Restaurant where Tom and his fiancée lunched; and Jimmy Parsons, Lucinda's former boyfriend. The sheriff or his deputies can supply the following addresses: Lucinda Appley — Coronado Apartments (location 23); Paul Matson — Chez Andre Restaurant (location 20); Jimmy Parsons — Broadview Hotel (location 19).

The items below are only found by searching the sheriff's files. After each hour of file-checking, a PC may attempt a Research or Criminology roll. A successful roll yields one of the following, chosen randomly (no repeats):

1. Several arrest reports, dated up to six months ago, naming Tom Heskith and Lucinda Appley on various charges including reckless driving, disturbing the peace, and being picked up in a speakeasy raid at the Cavern (location 44). The charges were all dropped or disposed of with a nominal fine, and the culprits released into the custody of their parents.

2. Warrants for the arrest of Bobby Lee Compton and Johnny Ray Compton on charges of assault, moonshining and evading arrest. On a hunch, the sheriff has added to the report that he wants to question them in connection with the Heskith case. Wanted posters for the Comptons are clearly visible on the walls.

3. Six cases over the last 13 months of cattle reported missing and later found dead and curiously mutilated along country roads south of Liberty. With a successful Occultism roll, the researcher notices that each cow went missing at the time of a pagan festival.

After studying the files, allow each researcher a Research-2 or Criminology-2 roll to realize that Liberty's Southside has a crime rate far above the national average. It also has a large number of suicides. Many of the violent crimes and suicides are of a particularly bloody nature, involving virtual evisceration of the victims. And the number of missing-persons reports is unusually high.

The Liberty Daily Sentinel

Newspaper reports at the *Liberty Daily Sentinel* (location 15) reveal nothing the investigators have not already discovered about the disappearance. If the characters are on the lookout for unusual stories, they must first deal with Bill Johnson, the crusty old file clerk. Bill only grants access to the files on a reaction roll of Good or better, made at a -3 penalty. For every \$10 of bribe money offered, the group gains a +1 bonus on the roll.

After each hour of file-checking, a PC may attempt a Research+1 or Criminology roll. A successful roll yields one of the following, chosen randomly (no repeats):

1. Reports on the cattle mutilations. This is the same information as in the police files.

Sheriff Don Barr

Age 50, ruddy complexion, balding, pale blue eyes; 6'2", 250 lbs.
ST 12, DX 8, IQ 11, HT 10.
Basic Speed 4.5; Move 4.
Dodge 4.

Advantages: Legal Enforcement Powers; Toughness DR 2.

Disadvantages: Duty (to Law); Fat.

Skills: Area Knowledge (Liberty and environs)-14; Brawling-12; Guns (Pistol)-13, (12-gauge shotgun)-8; Tracking-13.

Language: English-10.

Weapons: .44 revolver (2d crushing); 12-gauge shotgun (4d crushing).

Sheriff Barr does not like outsiders infringing on his jurisdiction, but he will cooperate as a favor to his friend Heskith.

Bill Johnson

Age 59, pinched, drawn appearance, white hair, blue eyes; 5'8", 136 lbs.
ST 8, DX 10, IQ 11, HT 9.

Advantage: Eidetic Memory.

Disadvantage: Nearsighted.

Quirks: Dislikes strangers; Hates being interrupted at work.

Skills: Administration-11; Calligraphy-12; Research-16.

Language: English-13.

Bill Johnson has worked at the *Daily Sentinel* for longer than he cares to remember. He considers the morgue his own personal domain and dislikes other people entering it. Blessed with an eidetic memory, Bill never forgets a face or a fact, but does not consider it to be his role in life to help out people with deficient memories.

Jimmy Parsons

Age 19, blond hair, green eyes; 5'10", 160 lbs.

ST 10, DX 11, IQ 10, HT 12.

Basic Speed 5.75; Move 5.

Dodge 5.

Disadvantages: Bad Temper; Odious Personal Habit (Always Speaks in Slang).

Skills: Baseball-14; Driving (Auto)-12; Guns (Shotgun)-12; Riding (Horse)-12.

Language: English-10.

Weapons: Baseball bat (1d+3 crushing); 20-gauge shotgun (3d crushing).

Jimmy Parsons is in love with Tom's fiancée, Lucinda. Jimmy and Lucinda dated in high school, but he was too difficult for her to handle. Jimmy did not approve of Lucinda's interest in magic and thinks that Professor Kemper's classes on primitive religions and ceremonial magic turned her mind. Lucinda dropped him for Tom after Jimmy voiced his disapproval.

Lucinda Appley

Age 19, bobbed blonde hair, hazel eyes; 5'5", 122 lbs.

ST 10, DX 10, IQ 14, HT 9.

Basic Speed 4.75; Move 4.

Advantages: Beautiful; Magery 2; Voice; Wealthy.

Disadvantage: Fanaticism (Personal Destiny).

Skills: Acting-17; Driving (Auto)-11; Guns (Pistol)-12; History-14; Occultism-17; Savoir-Faire-18; Sex Appeal-14; Stealth-11; Streetwise-14.

Spells: Ceremony to Destroy Barrier of Bernardus-16; Deathtouch-16; Simple Illusion-14; Summon Altar Guardian-13.

Weapons: .22 automatic (1d+1 cr.).

Lucinda is driven by a terrible hunger for power and sensation. Jaded by her control over her peers, she sought new avenues to power through occultism. Contacted by the Dire Dreamer, Lucinda quickly learned more magic from it and now seeks to free it. She believes that she will be able to learn enough to control the Dreamer itself. In point of fact, her will has been sapped by repeated uses of the Goat Mask (p. 10), and she is now completely in thrall to the Dreamer.

Lucinda was completely amoral even before she became the creature of the Dreamer. As soon as Tom threatened to expose her activities, she decided to get rid of him. He has been kept alive only because she plans to use him as the sacrifice in the Ceremony to Destroy the Barrier of Bernardus.

Lucinda is friends with the owners of the Cavern, a speakeasy south of town (location 44), and conveniently near the center of the Dreamer's power. Cavern co-owner "Bull" Cassidy is another of her conquests. He is allowing her to keep Tom in the cave below the speakeasy.



The Dire Dreamer

2. A Sunday supplement story about the "Goat God," a local legend of a goat-headed creature that roams the Cedar Ridge area south of town. The legend dates from the origins of the town and are put down to moonshiners and superstition. Parallels are drawn to the Osage Indian stories of evil spirits in the area.

3. A four-year old editorial entitled "Clean Up Southside." The sheriff and city fathers are called on to do something about the shocking conditions of crime and poverty on the south side of town. Many reasons are cited for the conditions. However, it is noted that the area has always had a bad reputation.

After studying the news files, allow each researcher a Research-2 or Criminology-2 roll, exactly as described above for the sheriff's office, to realize that the Southside is a *very* crime-ridden area.

Suspects

Jimmy Parsons

Jimmy Parsons is an old beau of Lucinda's. She dropped him more than a year ago to start going with Tom. Jimmy is known to have been jealous of Tom ever since. On the afternoon of Tom's disappearance, several people saw Jimmy and Tom arguing on the college campus. No one heard what was said, but all agree that Jimmy pushed Tom twice and punched him in the jaw before leaving.

The sheriff has questioned Jimmy closely, but Jimmy claims that he doesn't know what happened to Tom, and that he was alone in his apartment on the night of Tom's disappearance. He insists that he and Tom did not fight that day; it was just a disagreement over sports. No one can corroborate any part of his story.

Jimmy lives alone in a suite in the Broadview Hotel (location 19). His parents died two years ago and Jimmy is supported by their estate.

If his rooms are visited, several framed photos of Lucinda are evident. Anyone making a Vision-1 roll notices a group portrait of the college baseball team. One of the figures in the photograph has been burned out with a cigarette: Tom Heskith. There is nothing else incriminating in the apartment.

Lucinda Appley

Lucinda is the only child of Liberty's most respected lawyer. Her father is, in fact, the Heskith family lawyer. Lucinda was a spoiled child who grew up with a warped hunger for power. She had a reputation for being wild, but her natural talents for acting and lying kept her out of real trouble. Indeed, most people still regard her affectionately. She is too subtle to attack most people directly, and her blackmail always makes her victims become fellow conspirators.

As a young teen, she became the leader of the local "flaming youth" (as wild teenagers were then called). Soon, however, her craving for power and sensation led her into occultism. She learned what she could from Professor Kemper, then began studying on her own. Her nights in Southside speakeasies brought her into contact with the mind of the Dire Dreamer. She became the tool it had long sought — a person with the intelligence, Magical Aptitude and will to break the magical barrier that sealed it in its cavern den.

Lucinda formed some of her more perverse friends into a coven. She dropped Jimmy Parsons, who refused to go along, and took up with the more pliable Tom. She soon had her little coven involved in activities with which she could blackmail them, such as rustling cattle for sacrifices. Lucinda keeps them bound to her will by her blackmail threats and their awe of her magical powers.

Lucinda lives in a five-room luxury flat in the Coronado Apartments (location 23). The doorman will announce visitors before allowing them up to her apartment. Lucinda never rises before noon. Her housekeeper comes in early and leaves by 1 p.m. Lucinda makes social calls or shops in the afternoon. Her

nights are spent at the Cavern speakeasy (location 44), presiding over the coven, or in communion with the Dreamer. She is never home before 3 a.m.

If the adventurers want to search her flat, they can try to sneak up the fire escape, or use Acting or Fast-Talk to bluff their way through the service entrance.

The apartment is guarded by a fierce dog, a purebred Alsatian (ST 10, DX 11, IQ 5, HT 13/9, Speed 8, Dodge 6, damage 1d-2 cutting), which attacks all intruders. The dog may be quieted with a Animal Handling roll made at -5.

Lucinda's grimoires are kept in a locked steamer trunk in her bedroom closet. Each of these two books weighs fifteen pounds; between them they contain all of the spells Lucinda has learned. She keeps the key to the trunk on her at all times.

If interviewed, Lucinda shows every evidence of grief and worry over Tom's vanishing. Her Acting skill makes it difficult to Detect Lies when questioning her. She maintains that Tom was in good spirits when they lunched. If confronted with the *maître d's* statement (see p. 28), she passes the argument off as a lovers' tiff.

City College of Liberty

City College (location 4) has a competent but unremarkable faculty. Unremarkable that is, save for one man, Professor Kemper (see sidebar, p. 9). The college is proud of Professor Kemper's presence; any character inquiring about local folklore or Indian artifacts is directed to the Professor.

Professor Kemper's office is on the first floor of the History and Philosophy building. His tiny cubicle is full of Indian artifacts, stacks of books, and papers. Kemper is in his office the first time the investigators visit him. He disclaims any acquaintance with Tom or Jimmy, but recalls Lucinda as an excellent student, until she dropped out. If asked, he says that she took his classes on primitive religions and ceremonial magic. If asked about his work in the Adirondacks or on the "Goat God," he is furtive and refuses to speak. The first subject is very traumatic to him; the second is one about which he plans to publish and regain his reputation. In either case, his manner is very suspicious.

In order to gain Kemper's aid, the characters need to convince him that there is a connection between his work and Tom's disappearance. (Should they fail to enlist his help, the town library can be a source of the same information, but it will be much harder to get.)

Kemper's files contain many stories about the "Goat God." Some tales claim the man-like figure gibbered; one story says it spoke French. The figure is sometimes spotted trotting through the woods, and some witnesses claim it attacked them with a dagger. All stories are officially discounted as folly or hoaxes.

A copy of Kemper's Adirondacks monograph is also here. In it, Kemper puts forth his claims that many pre-Colombian cultures were linked by a belief in powerful supernatural forces from "outside time." The paper goes on to claim the actual existence of these beings. With a successful Research roll, another copy of this monograph can be found in the college library.

The last important evidence in Kemper's possession is a transcript from the journal of a French clergyman of old Louisiana. Translating this document requires a French language roll and a full day's study, due to the archaic forms used. Kemper speaks fluent French, so he has no translation on hand. If his reaction to the party is Good or better, he will read it aloud to them. Otherwise, if he is cooperating at all, he will suggest that the city librarian might be persuaded to translate for them, and that he would permit her to read the journal as long as it does not leave his office.



Professor Kemper

Age 29, skinny, square, serious face, square eyeglasses, lank sandy hair, brown eyes; 5'10", 110 lbs.

ST 9, DX 10, IQ 14, HT 8.

Basic Speed 4.5; Move 4.

Dodge 4.

Advantage: Alertness +2.

Disadvantages: Arachnophobia; Skinny.

Quirks: Nervous tic at corners of mouth; Keeps an unlit pipe in his mouth.

Skills: Archaeology-18, Climbing-12; First Aid-14; History-14; Knife-12.

Languages: English-14; French-15; German-15.

Weapons: Large knife (1d-3 cutting, 1d-2 impaling).

Paul Kemper was the *wunderkind* of American archaeology, a full professor at Harvard University by the time he was 24. Then in 1922, Kemper led an expedition to examine suspected pre-Columbian sites in the Adirondack Mountains. There, Kemper found proof of certain theories. Unfortunately, the proof cost him his expedition. Two-thirds of his party mysteriously died; the rest went mad. Kemper then dynamited the dig site, destroying everything that they had found.

The exhausted and heartbroken Kemper was cleared of criminal charges, but was forced to resign from Harvard. He fell into obscurity, but continued his researches while living off his savings.

Two years ago, Kemper applied and was accepted for a teaching post at City College, Liberty. The scandal had faded and the administration liked getting a bargain (Kemper had offered to accept a reduced salary).

Kemper was not desperate for a job. Actually, he had tracked the mysterious Jean of Blois story to the Liberty area. He hopes to find sufficient evidence to propel himself back into the academic spotlight and return to Harvard. Kemper is unaware of the activities of the witches. He has only been to the site of Blois' camp once, during the day.

The Goat Mask

This powerful magical device was created by the wizard Jean of Blois before he became the Dire Dreamer. It is now in the possession of Lucinda, who received it from its creator. She keeps it in a large hatbox, locked in the trunk of her car.

The device is the skin of a goat's head stretched on a light framework. The eyes have been replaced with crystalline lenses and the horns wrapped in gold foil. It has three powers.

1. When worn, the goat mouth seems to move with the words of the wearer. This uncanny sight requires viewers to make a Fright Check at +1.

2. The wearer can see through the crystalline eyes and detect illusions automatically.

3. The mask provides a reservoir of ten Strength points which may be used by the wearer for casting spells. Once used, these Strength points can only be restored by bathing the mask in the blood of a freshly killed mammal that weighed at least 100 pounds.

An unfortunate side effect is that anyone donning the mask must engage in a Contest of Will with the Dire Dreamer (IQ 16). If the person fails the contest, the Dire Dreamer will always be aware of the character's presence within a half-mile radius of the Dreamer. In addition, for each failure in such a contest, the character has a cumulative -2 penalty on resisting spells cast by the Dreamer.



Extract from the Journal of Father Montclair

17 October, 1731. A young man, Paul Blanchard, came to me today with a story so horrible that I at first believed him to be mad. He told me of traveling far to the west and north with his brother to trap for pelts. There they found a settlement of our countrymen beyond any previously known. He said that these settlers were witches, following an insane wizard called Father Jean. The young man's tale of his adventures and his miraculous escape was so fearful I could not believe it until he showed me his terrible proof. We buried his brother's decapitated head secretly. It did not stop moaning until the sacrament had been done thrice. I shall send to the bishop for aid. May God have mercy on us all.

23 January, 1732. The exorcist, Father Leval, has arrived. He plans to outfit an expedition and set out for that viper's nest as soon as the weather permits. Paul Blanchard will lead the expedition. May God go with them.

8 July, 1732. I had given up hope, but Father Leval was brought in today, carried on a litter by some Indians. He was raving with brain fever. He rests now, but I fear he will not long survive.

10 July, 1732. Father Leval woke this afternoon and desired me to hear his story. I will put down his words as nearly as I can recall them:

"The journey to the witch's camp went well. Young Paul, eager for vengeance, pushed the men hard. After a long journey, we arrived at the settlement Paul had described. A collection of rude cabins inhabited by a degenerate-seeming rabble lay before us. Their leader was a tall, powerful old man with a deep, booming voice.

"At first they welcomed us, but soon one recognized Paul and raised the alarm. The old man produced a goat's head mask from beneath his clothes and placed the hideous item upon his head. As his people fell on us, the mask spoke, filling us with dread. Fortunately, our own men held firm and soon we had defeated the ill-armed rabble. Even though I was sure I had seen their leader fall in the melee, his body did not lie amongst the slain.

"One of our men was badly gashed by a scythe. We tended him and prayed for his recovery. He grew feverish and began moaning, striking out at unseen enemies and cringing in terror from invisible foes.

"During the night, strange chanting was heard from the nearby hills. None of us dared venture into the night, fearing what rough beast or demon we might encounter in darkness. Before dawn, hideous screams were heard from the same quarter, and a great flock of black birds took wing with a sound like thunder.

"The next day I went through the papers and books taken from one of the cabins. They were horrible blasphemous things. I dare not even hint at their contents. I burned them and all that we found with them, save one. Amongst the papers was a scroll written by a holy man, a monk named Bernardus. I felt drawn to study the charm thereon. I prayed that I should never have need of it. Alas, how vain, all such earthly hopes.

"As I kept watch that night, several of the men began to moan and cry out in their sleep. Fear gripped me as three of them started up as if struck mad and attacked their comrades with their belt knives. Three of those still sleeping were killed before I could rouse the camp. Two of the madmen were slain and the third raved and struggled so violently that we had to tie him. We kept watch and prayed throughout the remainder of the night.

"At dawn we set out to find the vile goat-headed wizard, knowing that the sudden madness must be a curse of his sending. We finally found a cave in the hills that showed the tracks of the escaping witches. In it, we found what had become of the old wizard and his people. So horrible, the madness . . . how could anyone choose such a course? Earthly immortality, but such a price. Horrible, horrible!"

Father Leval grew so frantic here that I tried to quiet him. He began to rave again of charnel horrors that turned my blood cold. He mentioned the charm of the monk Bernardus with praise, and wept at the fate of his companions. Then he expired. I can only guess at what truly happened and how he managed to escape to where the friendly Indians found him. May he rest in peace and may the horrors he fought never again trouble the world.

Clipped to this manuscript is a note card with a hand-written inscription:

"The accused warlock and murderer Jean of Blois . . . escaped from his cell with the aid of his followers . . . he was never apprehended . . . It was rumored that he had sailed to the New World."

— *The Devil Cult in Europe* by Josias Dunwood.

Southside

Southside is described in the section on Liberty (see p. 28). It is a dangerous place to investigate, but its speakeasies hold keys to the puzzle.

Information available in Southside includes the fact that Lucinda is not just a member but the leader of the local "flaming youth" set. It can also be learned that while Lucinda has kept a low profile lately, she still frequents the Cavern speakeasy (location 44).

Red Herrings

Not everything in Liberty is related to Tom's disappearance. Two lines of investigation which will ultimately prove fruitless:

The Moonshiners

The sheriff suspects that the moonshining Compton boys (see sidebar, p. 12) are involved in Tom Heskith's disappearance. Actually, that's one of the few crimes that they are *not* guilty of. The Comptons are in the hills southwest of Liberty; this is common knowledge in the Southside. If the investigators try to track them down, they must make rolls against Tracking and either Tactics-1 or Criminology-2 to locate them. Only one attempt may be made per day.

However, the Comptons are alert for snoopers and deal with them ruthlessly. A careless approach to the Comptons will be very dangerous, and should be played as a potentially fatal encounter.

If faced with overwhelming force, the boys try to escape over the back roads in their Model T. If captured, they will reveal no connection to Lucinda; in fact, they don't care for her at all. They are honest, God-fearing gangsters, and will spit and cross themselves at mention of her name.

The Archaeological Site

Kemper has spent many weekends along the banks of the Gray River searching for the site of Jean of Blois' encampment. He succeeded only a week ago in finding some fragments of a musket and some buttons that fit the period. After making the discoveries, he reburied his test pits. The site can only otherwise be found by walking along the banks and making a Vision-4 or Archaeology-2 roll. Anyone finding the site will also spot Kemper's diggings. The thoroughness with which he covered them is a clue that a professional was at work!

However, the dig has nothing to do with the missing heir, nor will the site ever reveal anything which might help to deal with the Dire Dreamer. If the investigators link Kemper with the site, he will be secretive and defensive; he is not ready to publish, and may even suspect the investigators of being in the pay of an evil cult or a rival academic!

Dream Probes

A unique power of the Dire Dreamer is the Dream Probe. This power enables the Dreamer to contact the subconscious minds of persons within a half-mile radius of it. For the subconscious mind to be vulnerable, the subject must be asleep or unconscious. The Dreamer does not need a specific target for these probes. They simply contact at random any mind within range. However, any person known to the Dreamer by previous probe contact, or direct communication, can be probed again at the Dreamer's will if they are within range.

This is essentially a special kind of Mind-Search spell (See p. M26). Anything that would shield against Mind Search would shield against a Dream Probe.

The subject of a Dream Probe must engage in a Contest of Wills with the Dreamer. A very good or holy person would be at +2 or better to resist. If the target wins, the probe has no effect, and resists against further probe efforts at a +1 (this is cumulative).

If the Dreamer wins, it can read the victim's mind, down to his innermost thoughts. Meanwhile, the victim is subjected to nightmarish images from the Dreamer's own subconscious. These images include scenes of magical rituals, 1700s France and frontier settlements. Through these landscapes strides a tall, gaunt old man with the burning eyes of a fanatic. The dream ends with the dreamer being eviscerated alive, enduring hideous agony but never dying. The dreamer awakens feeling hatred for life and a thirst for destruction.

The effects of these probes on the populace of Southside in Liberty has been felt through the years: depression, suicide and murder. Even those not probed are subjected to the malaise of those who are.

A PC may be the target of a Dream Probe if he sleeps in Southside, or elsewhere within the area of the power. A roll of 1 or 2 on one die indicates that a random hero in the area is the target of a probe. To gauge the effects of a successful probe, roll on the Fright Check Table (p. B94) with a +10 modifier. Treat any physical effect as no effect; the character suffers a disturbed night's sleep, but is unaware of any of the dream's details. Any Quirk, Phobia or Delusion result is applied as normal. The character remembers the dream and is at -1 to resist the Dreamer's spells in the future; this effect is also cumulative, so someone who has been probed repeatedly will remain totally open to the Dire Dreamer in the future.

Members of the Coven

The coven members are all teen-agers from well-off families. They are:

Jerry Beecher	Jack Horseman
Milly Bender	Ted Morse
Bill Carter	Cindy Pouncil
Zena Davidson	Betty Jane Starker

The coven meets once a week near Cedar Ridge to conduct ceremonies. The members of the coven are all dissipated and cynical. They are all afraid of Lucinda. If interviewed at home or captured, they lie, shift blame, deny knowledge, or use their parents' social positions, as appropriate. It takes Interrogation or Fast-Talk rolls at -4 to make them divulge what they know of Lucinda's activities. None of them are consciously aware of the Dire Dreamer's existence, though all have visited its cavern.

The GM can assign statistics to the coven members as desired or simply assume them all to be average. All have Driving (Auto)-12.

Jerry Beecher will have his .22 rifle at a meeting (Rifle-12, 1d+2 crushing). The rest will arm themselves with improvised clubs (swing +1 crushing) or broken bottles (swing -3 cutting).

The Compton Boys

Bobby Lee Compton

Male, age 25, brown hair, brown eyes; 6'0", 170 lbs.

ST 13, DX 10, IQ 8, HT 10.

Basic Speed 5; Move 5.

Dodge 5.

Advantage: Toughness DR 2.

Disadvantages: Berserk; Illiterate.

Skills: Brawling-14; Driving (Auto)-

11; Guns (Rifle)-13; Professional Skill

(Moonshining)-10; Stealth-10.

Weapon: .30 rifle (5d crushing).

Johnny Ray Compton

Male, age 28, sandy hair, brown eyes; 5'9", 150 lbs.

ST 10, DX 12, IQ 11, HT 9.

Advantage: Alertness +2.

Disadvantage: Bully.

Skills: Driving (Auto)-12; Knife-15;

Knife Throwing-15; Professional Skill

(Moonshining)-14; Stealth-12.

Weapon: Large knife (thrust 1d-2 impaling, swing 1d-2 cutting).

Lucinda Reacts

At some point during the investigation, Lucinda will begin to feel threatened. This may be early or late, depending on how the PCs approach her and her friends. But when she feels that the investigators present a danger, she will strike ruthlessly.

The Old Cemetery

Joe Johnson, the chauffeur, and Professor Kemper will both mention the legend that an abandoned cemetery on the Gray River's east bank is haunted. If one walks thirteen times around a certain preacher's grave there, the man's ghost will rise and speak with you — or attack you.

The story is just a legend, but the graveyard is a sinister place. This was where Lucinda often met Tom; it is where she arranged to have him kidnapped by a Guardian of the Altar. The beast subdued Tom and hid the car in the river. The sheriff's river-dragging team finds the car three days after the party arrives in town, if the party has not already located it.

If the PCs make a successful Tracking roll in the graveyard, they find the tracks of Tom's car leading into the river, and those of what appear to be several men walking on their hands (the tracks of the Guardian).

However, Lucinda will learn that the PCs are planning to visit the graveyard. If she did not already feel threatened, this will worry her! She sets an ambush here, summoning a Guardian and stationing it in the woods. It will rush out and attack when the PCs seem vulnerable. Coven members are also there to act as reserves if needed and to clean up after the battle. If things go at all against them, the coven members run for their two cars, hidden 60 yards away at the far end of the graveyard.

Other Attacks

Lucinda won't give up after one attempt. If the investigators stop going into dangerous places of their own free will, Lucinda will use her Southside connections to make sure they hear a rumor that will set them up for an attack.

The details will vary, depending on the situation, but possibilities include:

A mundane ambush on the streets of Southside, probably at night, by thugs in Lucinda's pay.

An attack by an Altar Guardian (p. 13). This will either be in the forest, or at night; Lucinda will not use a Guardian where anyone might see it and live to tell the tale.

An encounter with the Compton boys. Lucinda can locate the Comptons through her underworld connections, and send the PCs where they will cross paths with the moonshiners. Her lures might be a phony ghost story, or false recollections of Tom using the designated place as a spot to "get away from it all." She will make sure the Comptons hear that private investigators are looking for them! Lucinda loves the idea that her underworld rivals might do her killing for her.

The Cavern

Eventually, the PCs should realize that the Cavern speakeasy holds an important secret. In fact, Tom Heskith is being held in the cave behind the Cavern speakeasy (see p. 30 for details of the Cavern's layout and staff). To rescue Tom, the adventurers must find a way into the back of the Cavern, an area off-limits to normal visitors. During business hours, the investigators can sneak past the owners and other clients in groups of one or two, stage some sort of diversion, or organize a full-scale raid.

Beyond the portion of the cave used for customers is a red curtain that conceals a locked wooden door (Lucinda has the key). Behind the door is a dark, unused cavern. The heroes must bring their own light or use candles from the tables. The floors here are slippery and uneven. The rearmost chamber contains a fissure, next to which a rope ladder descends 20' to the cave below.

The Altar Cave

This cave has fantastic crystals growing from the ceiling which refract light into weird patterns. In the center of the chamber is a calcified altar stone on which lies the bound and gagged but otherwise unharmed form of Tom Heskith.

Touching the altar or removing Tom from it causes a dull *gonging* sound to commence. After five seconds, the Guardian of the Altar appears. It emerges from extra-dimensional space above the altar. If the adventurers have a chance to study the altar, they are barely able to discern the ancient carvings on it. These reliefs include a goat-headed humanoid figure before whom a spider-like monster (an Altar Guardian) bows. Those familiar with Kemper's monograph recognize the altar as a relic of a prehistoric demon cult. The GM can create his own cult for this role, use one already established in his campaign, or just leave it as a hazy menace.

The Dreamer chose this part of the Gray River valley as his headquarters because the presence of the altar makes the surrounding half-mile-radius area a place of normal mana. If the altar is destroyed, the area's mana level is reduced to low. Anyone attempting to destroy the altar (DR 8, HP 180) must do so quickly or face another Guardian's attack in five seconds. See the sidebars for more information about the altar and the Guardians.

Once rescued, Tom (see sidebar, p. 4) will be willing to help. He will confirm that Lucinda is heavily involved with magic, and is serving some evil power. He also knows when and where the coven meets. Having rescued Tom, the investigators should be motivated, either by indignation or Mr. Heskith's reward, to deal with those who kidnapped him . . .

Witch Hunt

The dirt road that leads past the Cavern continues south past Cedar Ridge. A screen of dry brush hides the clearing where coven members conceal their cars during meetings. The clearing can only be spotted from the road by a Vision-3 roll. If Tom was rescued with force and publicity, the coven will of course never return here again; they have other, similar sites that Tom doesn't know about. Possible clues to such sites (e.g., maps) could be found by a search of the home of Lucinda or any of her coven.

A small footpath (Tracking-2 to find) leads from the clearing along the south base of the ridge. The path leads to another clearing roughly 20 yards across. In the center of the clearing is a small ring of stones used as a hearth by the coven. A daytime investigation here will yield nothing of occult significance, and only a Tracking-6 roll would find any unusual prints.

However, if the investigators arrive here during a coven meeting, the scene is quite lively. The witches arrive between 9:30 and 10 p.m., don their robes and mill about, drinking and talking. At 10 p.m., Lucinda, wearing scarlet robes, arrives. She begins the ceremonies which take their revolting course until about 11:30. Then the final hair-raising chant begins. Lucinda steps out of the firelight momentarily and returns wearing the Goat Mask to lead the final excesses of the ritual. At midnight, the grand finale occurs. Lucinda casts a Simple Illusion of a Guardian of the Altar, which capers about the fire at her direction. She then dispels the illusion and the meeting breaks up. (Anyone spying on the meeting

Guardian of the Altar

This evil creature has a bloated, tarantula-like body. Its eight limbs resemble muscular human arms with clawed hands. The head is also humanoid, but with a fanged mouth and huge faceted eyes. Seeing a Guardian for the first time calls for a Fright Check at -4. Seeing one unexpectedly at any time calls for a Fright Check.

ST 25, DX 12, IQ 5, HT 15/20.

Move 7.

Dodge 6.

The monster's chitinous exoskeleton gives it PD 1, DR 1.

Advantages: Acute Hearing +4; Peripheral Vision.

Disadvantage: Light Sensitivity (see below).

Special Abilities: The Guardian has natural infravision that permits it to locate warm-blooded creatures and other heat sources, even in complete darkness.

With its many clawed hands, the Guardian is extremely agile. It can cling to and run along walls and ceilings that afford only the slightest of handholds.

Silk-producing spinnerets on the end of the creature's abdomen can be used to entangle opponents. The Guardian may attempt this attack once every five seconds. To fire, it must turn its back on the target. Its range is 10 yards; its skill with this attack is 12. The only defense is Dodge. An entangled creature cannot take any physical action except to try and break free. Breaking the strands calls for a Contest of Strength against the silk's ST of 25. Only one attempt may be made per minute. The strands may be cut or burned through in 1d-3 seconds.

The Guardian does not like bright light and in anything stronger than candlelight is at -3 on all attacks.

The Guardian will not attack anyone wearing the Goat Mask.

The Guardian dwells in an extra-dimensional world and is summoned by spells cast at altars dedicated to obscure, ancient cults. It is summoned automatically by any handling of such an altar without the proper ritual.

The altar makes the summoning relatively easy (see p. 15). The summoning only costs half the amount of Fatigue normal for such a creature, and the creature will be automatically bound to serve the summoner for a number of hours equal to half the summoner's IQ. If the summoning fails, the Guardian attacks the caster unless they have the Goat Mask on.



The Dire Dreamer

The Dreamer appears as a hugely bloated mass of human entrails and organs surmounted by a mummified human head. A sickly sweet odor of corruption surrounds it. Eight feet across, it weighs 500 lbs. Seeing the Dreamer for the first time would call for a Fright Check at -5.

ST 35, DX 12, IQ 16, HT 12/20.

Basic Speed 6; Move 6.

Dodge 6.

Advantage: Magery 2.

Languages: French-16; Latin-15.

Spells: Ceremony to Destroy Barrier of Bernardus-19; Control Person-17; Simple Illusion-21; Perfect Illusion-20; Illusion Disguise-18; Summon Guardian of the Altar-20; Create A Dire Dreamer-17.

Special Abilities: The Dreamer will mostly rely on its spells in combat. If forced into closer engagement, or when feeding, it uses its physical attacks.

On opponents up to four yards distant, it can squirt acid from its viscera for 1d-3 damage, with a skill of 15. A critical hit blinds the target for 3d turns.

An adversary up to one yard away can be attacked by the coils of its entrails. A hit has a Steal Health effect similar to that of a vampire (p. H42). The entangled target, however, loses 1 HT for every four combat turns in the Dreamer's coils. This stolen HT may be converted immediately to restore its lost HT or to increase its ST. For every 3 HT points drained, the Dreamer can raise its ST by 1. It can Steal Health from an entangled individual without concentrating. The trapped character can only attempt to break free in a Contest of Strength. The Dreamer can engulf one human-sized figure at a time.

It will drain HT from a victim until he dies. Afterward, the Dreamer will eat the bodies of its victims, ripping with its teeth and sucking with distended lips and tongue. Anyone who chances to see this must make a Fright Check at -6.

must make an appropriate Fright Check when the illusion appears.) Most of the coven returns to the Cavern speakeasy for a post-midnight drink.

The GM can use this scene as given or alter it as desired. If the heroes have investigated faithfully but have been unable to find or rescue Tom in a reasonable period, the GM could let them stumble across the coven during the Ceremony to Break the Barrier of Bernardus and have Tom present to be sacrificed.

If the characters disturb the ritual (probably by screaming or attacking), the witches seek them out and attack. Lucinda uses her spells or her automatic pistol, as appropriate. If the adventurers wound a couple of witches or otherwise gain the upper hand, the coven members break and run for their cars.

The Place of Dreams

This is the lair of the Dire Dreamer itself, the most sacred site of the coven. Lucinda is the only one who knows where it is. Actually, the whole coven has been there, under the influence of the Dreamer, but the others do not remember their visits . . . and perhaps this is merciful.

The heroes' invasion of this site will climax the adventure. They may find it by following a fleeing witch after breaking up a coven meeting. Or, if the Dreamer feels it can deal with them easily, they may be given hints or even direct instructions by a witch or another mind-controlled slave of the Dreamer!

On the north side of Cedar Ridge is a small cave mouth, partly screened by the thick growth of cedars. Spotting the cave requires a Vision-2 roll; finding Lucinda's tracks requires a Tracking-2 roll. Here is the source of the evil rot at the core of the Southside.

The dark interior of the cave drips with water. Any light glistens on the limestone columns and gypsum flowers. There are several dead-end passages. If the Dreamer fears the strength of the party, it uses illusions to mask the correct passage and to lure invaders into pits (most of them are 3 yards deep, for 3d-9 damage) concealed by illusions. It may also use illusions to confuse and frighten the party.

In most circumstances, the Dreamer wants to lure the adventurers to its lair and feed on them. Any characters that have been touched by a Dream Probe, or who have used the Goat Mask, become the targets of its Mind Control spells.

Coming around the last bend before the Dreamer's lair, a very faint shimmering light can be discerned. This comes from the Barrier of Bernardus. Passing through the Barrier, one enters a large, roughly diamond-shaped chamber. The mottled stone of the cave is marked here and there with crudely painted cabalistic signs. Some of the stalagmites are adorned with human skulls. In odd corners are arrangements of bones, old coins, plus assorted odds and ends. Most are relics of the struggle between the Dreamer and Father Leval. Some of these items would help clear up missing persons cases in the Sheriff's files. The antique coins are worth up to \$400 to a collector.

The Dreamer uses Illusion Disguise to appear as something or someone harmless, a stalagmite or victim, until it can attack with surprise. If any of the characters acquires a Major Delusion from failed Fright Checks here, that Delusion will be "the Dreamer is great and good." Treat them as having been permanently charmed (like a vampire's agent). Such a person is spared by the Dreamer for future use. It is possible that the adventure will end here, with a couple of investigators enslaved by the monster, and the rest eaten!

Should Good triumph and the Dreamer be destroyed, its mummified head will explode in a gob of foulness. The rest of its body will remain in a stinking charnel-heap, looking like the viscera of several butchered humans, and authorities are likely to think that is what it is.

Consequences

The Liberty authorities will, grudgingly, believe that some young people were playing at witchcraft. They will not believe in monsters, or that the youngsters were responsible for the bones and butchery in the cavern. They will blame it on Southside perverts and derelicts . . . The *Daily Sentinel* report will take this line, even if some of the reporters know better. After all, murders are just as sensational as monsters.

Professor Kemper will be eternally grateful for any information he gets about the Dreamer, the altar, or the Guardians. He *will* believe, though he will caution the investigators not to tell the story too widely, for several reasons.

Lucinda will thank the investigators tearfully for rescuing her from the monster's thrall. Then she will vanish into the bosom of her family, not to be seen in public for months. She has not reformed in the least, but she has learned caution. If the investigators did not take the Goat Mask by force, she still has it, well hidden, and will use it again someday.

The Heskiths are of course overjoyed, and all promised rewards are paid in full.

Awarding Character Points

Rescuing Tom is worth two points. Defeating or bringing Lucinda to justice, another two points. Destroying the Dire Dreamer, three points. Points should also be awarded for good roleplaying at the end of each session. This is particularly important if the players are the type who enjoy talking to NPCs and rooting around Liberty for clues.

In a "pure" roleplaying session, three or even four points can be awarded, but reduce this in a session in which they achieve one of the above objectives. Five points should be the maximum awarded to any character in a single session.

New Spells

Some spells used in this adventure are not listed in *GURPS Horror* or the *GURPS Basic Set*, Third Edition. Information needed to play them is given here.

Create A Dire Dreamer

Special

The less said about this, the better. No one in the adventure will cast it, and it is very unlikely that the PCs will have a need for it. If the GM wants something this nasty in his campaign, he should determine the costs and components for it.

Summon Guardian of the Altar

Special

This spell can only be cast on a suitable altar. These are found in ancient mystical sites: caverns beneath the sea, hidden caverns, lost valleys and similar obscure places. The altar makes the spell easier to cast than a normal Summoning (see p. H24) — half normal energy cost, and the creature automatically obeys the caster. Failure in the casting results in the Guardian attacking the caster. Requires sacrifice of a warm-blooded animal weighing at least 100 pounds.

Duration: Hours equal to half the caster's IQ

Base Cost: 25 to cast

Time to Cast: 30 minutes

Simple Illusion

Area

This creates an insubstantial image that can have no physical effect on the real world. An illusion may be a single object or a whole scene. It affects no senses except vision. Any intelligent creature can dispel it by "disbelieving" —

Jean of Blois

The Dire Dreamer was once a French wizard called Jean of Blois. Sought by the law for various violent and depraved crimes, he escaped to the New World with his coven where, according to his arcane researches, a place of mystical power existed.

Jean of Blois took his coven into the wilderness and founded a tiny settlement in the valley of the Gray River. There he communed with ancient powers and learned a spell that would transform him into a near-immortal monster. A pair of unfortunate trappers fell into his hands. One became an experiment, testing part of the transformation; the other escaped and brought the wrath of the Church and his fellow countrymen down on the witches.

Mortally wounded in the initial skirmish, Jean was brought by his followers to a cave. There they performed the agonizing ceremony to transform him into the Dire Dreamer. As the ceremony reached its climax, Blois devoured his own followers.

The newly born Dire Dreamer used its power to drive some of its persecutors mad. When the rest found its lair the next day, it slew and devoured most of them. A priest/exorcist with the attackers had previously taken a scroll of power from the wizard's own arsenal. The priest must have had untapped magical power, for he successfully invoked the Barrier of Bernardus, sealing the Dreamer in the cave. The effort destroyed the priest's health; he died shortly after reaching safety in the west.

Although physically trapped, the Dire Dreamer was able to use its Dream Probe power to search for a human tool to free it from its prison. After centuries of destroying weak and ineffectual minds, the Dreamer made contact with Lucinda Appleby.

Always Leave Them Hanging

If the GM is running a true-to-the-genre cliffhanger campaign, he will not want to let this adventure end peacefully . . .

Either of the following scenes can be used for a "cliffhanging" transition between *The Dire Dreamer* and the next adventure, *The Cement Works*.

On The Road Again

As the PCs are leaving Liberty, their car (or taxi) will be sideswiped as they cross a bridge. The attacking car will speed down the road, going much too fast for the players to catch. With a little luck, the PC operating the car will miss his Driving roll, leaving the car teetering on the edge of the bridge — a perfect place for the GM to say "Okay, that's it for now!"

Hit And Run

As the PCs check out of their hotel, a police car screeches to a stop in front of them. They are pushed against a wall and roughly frisked. If they had been friendly with a particular policeman, or if they had met the Sheriff, he is not part of the group roughing them up; these officers are all strangers. The officers are verbally abusive but will not answer questions; they go through the PCs' luggage right there on the sidewalk.

If any of the PCs are foolish enough to resist actively, they will be knocked to the sidewalk and surrounded by drawn service revolvers.

At this point, the GM tells the PCs that the game is on hold until next time . . .

concentrating for a turn and making a successful IQ roll. The touch of any intelligent creature, or any attack, or any spell except Control Illusion, will also dispel it. Other things just go through it. It may move beyond its starting area, or change shape and size up to its maximum, but the caster must concentrate to do this.

Duration: 1 minute.

Base Cost: 1 to cast; half that to maintain.

Perfect Illusion

Area

As for Simple Illusion, but affects all senses except touch. It cannot be dispelled except by Dispel Magic or Dispel Illusion. It has DR 0, HT 1. If it is broken, the damage heals as soon as the damaging object is removed.

Duration: 1 minute.

Base Cost: 3 to cast; half that to maintain.

Illusion Disguise

Regular

This is a spell thrown over and around a living being to disguise it. The caster must first create the illusion (using either of the above two spells). The Illusion Disguise will then superimpose the illusion over the subject, so it covers him and moves with him. The better the spell used, the better and more permanent the disguise; a Perfect Illusion disguise will even fool the sense of touch. Concentration is required to maintain the disguise. The Illusion Disguise counts as only a single spell "on."

Duration: Until the illusion ends.

Base Cost: 3.

Control Person

Regular; Resisted by IQ

This lets the caster use all the victim's senses and control all of the victim's physical actions (he has no access to subject's memories, skills, spells, etc.). The subject retains his memory and wits and is aware of what is happening — though not of the caster's identity. The caster can only "animate" one body at a time, and must concentrate to control the body. While concentrating, his own body falls limp. The caster can move between the bodies freely while the spell lasts!

Duration: 1 minute.

Cost: 6 to cast; 3 to maintain.

Time to cast: 10 seconds.

Ceremony to Destroy Barrier of Bernardus

Area

The Barrier of Bernardus was created by Father Leval's reading of a specially enchanted scroll. This evoked a permanent magical wall, impassable by magical creatures, undead, demons and the Dire Dreamer. Ordinary living creatures may pass through the shimmering curtain of the Barrier with no effect.

The only way to eliminate the Barrier is with the Ceremony to Destroy the Barrier of Bernardus spell, devised by the Dire Dreamer. The spell requires a complex, two-hour-long ceremony, performed outdoors and involving a human sacrifice. The Dreamer spent many long years Dream Probing for an agent who would assemble a coven to perform this ceremony. The exact time of month when the ceremony must be performed can be set by the GM to suit the pace of his players, but it should occur before the end of May. No cost has been given for this spell; Lucinda will draw power from the assembled coven members.



THE CEMENT WORKS

2

Beginning the Adventure

If the campaign is being run in "cliffhanger" style, the *Dire Dreamer* adventure ended with the PCs in trouble . . . either being run off the road, or being shaken down by some very unfriendly policemen. Either way, it proves to be a case of mistaken identity. Liberty is having union troubles . . . and the PCs, being tough-looking strangers in town, were mistaken for union organizers! Ironically, the officers who roused them (or the plainclothes team who ran them off the road) were supposed to escort them to the Kean Hotel to meet the wealthy John Selby, who wanted to ask for their help. (A secretary will lose his job over this confusion!)

Even without a question of mistaken identity, anyone who participated in the *Dire Dreamer* affair can be drawn into this investigation by Jesse Heskith, on behalf of his friend, Fred Halsey. Detectives, government agents, or policemen may be summoned by the rich, influential John Selby. Arrangements are made for the investigators to meet John Selby and Fred Halsey in Selby's rooms at the Kean Hotel (location 18). After initial introductions have been made, the investigators are shown the following clipping from the *Liberty Daily Sentinel*:

Another Work Stoppage at Selby Construction Site

Workers walked off the construction site of the new Selby Concrete Company factory northeast of Liberty, today at 10:30 a.m. The stoppage occurred after an accident with a steam shovel slightly injured three men.

Work had stopped yesterday afternoon following a brawl which broke out in one of the unfinished buildings. In both cases, after the initial disturbance, workers downed their tools and assembled at the front gates to demand a meeting with their employer, Mr. Fred Halsey, a local contractor.

Yesterday's disturbance was broken up by the foreman and company guards. However, today, the men walked out of the gates when their demand for a meeting was refused. When this reporter arrived on the scene, the force of nearly 100 men was still idling

before the gates. Although the mob had the appearance of a strike, none would discuss their grievances.

Spokesmen for Selby Concrete Co. and Halsey General Contracting deny rumors of unsafe conditions at the site. Mr. Selby is quoted as saying, "This situation is obviously the work of Bolshevik agitators." No further comment was available.

MIRACLE RU Dr. Johnson's Spring No-A

Cures backaches, warts, thinning
colds and influenzas

The Industrial Workers of the World

The Industrial Workers of the World, or IWW, was founded in 1905 in Chicago. It was a union with syndicalist goals. The syndicalist idea was to organize all workers, all over the world into, as they said, "One Big Union." The syndicalist aim was to use strikes, culminating in a worldwide general strike, to bring the capitalist nations of the world to their knees. They would then place all means of production and all political power into the hands of the workers.

The IWW, or "Wobblies" (the origins of the nickname are obscure; it may refer to the constant shifts in policy of the IWW leadership), had a controversial but ultimately inconclusive history. They won many individual strikes, but could never achieve the sweeping successes they needed. They developed many of the strike procedures and propaganda techniques that have become part of the standard arsenal of modern labor unions. They had unprecedented success in organizing migrant workers, lumbermen, blacks and immigrants. Yet their membership never grew to match the strength of Samuel Gompers's American Federation of Labor (AFL).

Part of their problem was that the Wobblies were constantly torn by internal faction fights. Also, their very effectiveness at publicity made them a bigger target for anti-anarchist and anti-Bolshevik sentiment than other socialist organizations.

The killing blow to the IWW was probably World War I. General IWW policy had always opposed war as a tool of the capitalists. The anarchist faction of the Wobblies openly advocated sabotage against industry. These two factors led to mob and vigilante violence against the Wobblies. Eventually almost the entire IWW leadership was tried and imprisoned for treason.

Although briefly bolstered by this experience, it was then that the IWW began to disintegrate. Though they pointed to their martyrs with pride, and appealed to many people's imaginations, their influence waned and disappeared.

At the time of this adventure, however, they are still active . . . and more than a little fanatical.

John Selby

Age 56, balding, brown eyes; 5'8", 145 lbs.

ST 8, DX 9, IQ 14, HT 9.

Basic Speed 4.5; Move 4.

Dodge 4.

Advantages: Status 4; Wealthy.

Disadvantages: Age; Delusion (sees Bolshevik conspiracies everywhere); Nearsighted.

Quirks: Forgets to wear glasses; Hates intellectuals; Drinks only distilled water; Collects china.

Skills: Accounting-14; Administration-16; Hobby (China Collecting)-16; Merchant-17; Politics-15.

Language: English-14.

John Selby is the nation's leading manufacturer of cement and is known as the "Cement King." He is a self-made millionaire who struggled up from the lower middle class to become a friend of presidents. Outside of his business, his only interests are politics and fine china.

Selby will only support the investigators as long as his theories about Bolsheviks are treated with respect. He reacts to academics and other "intellectuals" at a -4.

Fred Halsey

Age 44, ruddy complexion, salt and pepper hair, brown eyes; 5'10", 170 lbs.

ST 12, DX 11, IQ 10, HT 10.

Basic Speed 5.25; Move 5.

Dodge 5.

Advantages: Ambidextrous; Toughness DR 1.

Disadvantages: Addiction (Smokes cheap cigars); Hard of Hearing; Truthfulness.

Quirks: Denies being hard of hearing; Hunting enthusiast; Always wears bowler hat; Dislikes music; Cracks knuckles.

Skills: Carpentry-14; Driving (Auto)-11; Professional Skill (Contracting)-14; Guns (Rifle)-14.

Language: English-10.

Weapon: .30 rifle (5d crushing).

Fred Halsey inherited his father's small contracting business and has become quite well-to-do from it, due to the influx of oil money into Liberty.

Halsey has had quite good relations with his workers (some of whom he worked alongside when learning the business) until recently. He has grown away from them as the business expanded, and many immigrants (whom he doesn't quite trust) are on the payroll.

Halsey is in awe of Selby and Selby's political connections. He agrees with everything Selby says. He trusts his long-time foreman, Mike O'Roarke, implicitly.

Meeting the Bosses

The two bosses don't know what is actually happening at the site. John Selby is certain that anarchists are sabotaging his new factory as a part of their general campaign to wipe him out, and thus deprive American capitalism of its most staunch defender.

Fred Halsey doesn't know what to think. He has never had trouble with his employees before — yet to him, whatever Selby says is gospel. He is terrified of disappointing the influential Selby. Selby takes the opportunity to lecture the party on the evils of socialism and the value of hard work. Halsey alternately blusters at the PCs and fawns on Selby.

Selby offers the investigators \$25 a day each, plus expenses, to look into the problem. If Selby is defeated in a Contest of Merchant Skills, the offer is doubled. Selby offers a bonus of \$1,000 if the investigators can bring in the "Bolshevik ringleaders." He will also pay this bonus if the party exorcises the ghost; providing he has been convinced that there is a ghost in the first place.

Selby wants this matter handled quickly and quietly to prevent the kind of propaganda war that might shake up his stock on the market. Halsey suggests that the investigators journey to the site and meet with "Big" Mike O'Roarke, the foreman.

The construction site lies two and half miles to the northeast of Liberty. The site was picked for its stability and nearness to several potential quarries. The work crews are ferried to the site by trucks early in the morning and carted back at dusk.



Arriving at the Site

The first day the investigators arrive at the site (whether they are undercover or operating openly) they see a crowd of men at the front gate. Big Mike is standing on a crate addressing them. "Come on, you horrible men. What are ye waitin' for? Get in here and get to work if ye don't want to be docked for the whole day!"

The men grumble and shuffle. Some call for Mr. Halsey, but the bristling foreman thunders curses until, finally, the men file through the gate.

The party may now present themselves at the gate. Big Mike takes them to the site office. Over cups of bad coffee and swigs from his hip flask, he tells them of recent events.

Big Mike's Story

Big Mike affects a thick Irish brogue and interjects many a "faith and begorra" into his story, but the gist of it is this:

While checking on the state of progress in one of the buildings, Mike heard someone singing *Solidarity Forever*. He demanded to know who was singing, but no reply was forthcoming, except for nervous laughter. When he threatened to dock everyone's pay if the singer wasn't turned over, the laughter turned to sullen silence. Suddenly a thrown hammer struck Big Mike in the shoulder. "Well, I saw red," he continues. "I grabbed a crowbar and yelled for the guards. Then, before ye could say Jack Robinson, the lights went out and everybody got to hittin' everybody else."

When the lights came on (for no more reason than they went out), the guards managed to restore order. Big Mike announced that all present would be docked a day's pay for fighting. Some of the men began demanding to talk to Mr. Halsey. Mike refused, and after making threats, got them back to work.

The next day started normally, but just after mid-morning the sound of shouting, coming from where a foundation was being dug, attracted Mike's attention. "Steamin' up out o' the pit like Beelzebub himself, come the shovel. The bloody fool in the cab was headin' straight for the canteen."

When the driver did not respond to their shouts, the nervous guards opened fire. The machine lurched to a stop and the driver tumbled out crying for mercy. Big Mike thrashed the man and fired him, despite the driver's protest that the controls had jammed. "I checked the controls meself and there wasn't a blessed thing wrong with 'em."

This summary firing launched another demand from the men for a meeting with Halsey. Again, Mike profanely refused, but this time the workers walked off the job.

After finishing his story, Mike shows the investigators around the site. The compound covers some 5,000 square yards, fenced in with barbed wire (Selby keeps tight security). The enclosure has two gates: a large one for trucks in front, and a smaller pedestrian gate on the north side. The smaller gate opens on a footpath down to Moccasin Creek, from which water is drawn.

The individual areas are described below under "More Hauntings."

Questioning the Workers

If the investigators talk to the workmen at the site or in town, the following rumors and items of information can be gleaned. Make a reaction roll for each half-hour of talk. On a reaction of Good or better, one random story is heard (no repeats). If the questioner is known or suspected to be a "company man" the reaction roll is made with a -5 penalty.

1. The "little people" are causing mischief at the site, hiding tools, spoiling mortar and so forth. This mere superstition. Big Mike does not believe this.
2. John Selby is the devil incarnate and has Fred Halsey in his grip. Halsey was a good boss until Selby put "the whammy" on him. This is an exaggeration.
3. A pair of immigrant German bricklayers have whispered that the devil tried to tempt them while they were working. They sang hymns and drove him off. The tempter was actually Joe the ghost, giving a lecture on socialism. The bricklayers were too frightened by the disembodied voice to listen to it. This is what convinced Joe that actions might speak louder than words.
4. Jerry Goad, one of the guards, quit suddenly five days ago and has been on a bender ever since. This is true. Goad is the guard who killed Joe. The night after the shooting, he saw Joe's ghost and immediately ran out on his job.
5. Selby is blackmailing Halsey to get the factory built under cost. This is a baseless rumor.

"Big" Mike O'Roarke

Age 36, freckled, red hair, green eyes; 5'11", 165 lbs.

ST 14, DX 10, IQ 10, HT 11.

Basic Speed 5.25; Move 5.

Dodge 5.

Advantage: High Pain Threshold.

Disadvantages: Alcoholism; Bad Temper; Odious Personal Habit (Swears constantly).

Quirks: Chews tobacco; Affects Irish brogue; Always wears green; Believes in leprechauns; Sings Irish songs constantly.

Skills: Brawling-14; Carpentry-15; Leadership-11; Professional Skill (Construction Foreman)-14.

Language; English-10.

Big Mike is only part Irish. He tries hard to live up to memories of his roistering father. In addition to his Irish quirks (which Joe will exploit, given the chance, possibly appearing as a leprechaun). This has led Mike to alcoholism and brawls.

Mike is hard-nosed and short-tempered, but also inclined toward superstition and sentimentality. He has worked for Mr. Halsey for fifteen years and is loyal to him.

The Guards: Duke, Bud, Bill and Chuck

ST 11, DX 9, IQ 9, HT 11.

Basic Speed 5; Move 5.

Dodge 5; Parry (Nightstick) 5.

Advantages: Acute Vision +1; Toughness DR 1.

Skills: Nightstick-11; Guns (Revolver)-12; Tracking-9.

Weapons: Nightstick (swing 1d+1, thrust 1d-1); .38 revolver (2d-1 crushing).

The guards are surly and insolent to the workmen, but polite to their bosses and their bosses' friends. They don't know much about what is going on because, so far, Joe has ignored them. They're not sure why Jerry suddenly walked out on the job, but say "he seemed spooked."

Joe Wesley — Ghost

In mortal appearance — Tanned, brown hair, gray eyes; 5'11", weight not applicable, but thin-looking. See p. 23.

ST 30, IQ 13, DX 12, HT 10.

Move: not applicable.

Skills: Bard-13; Diplomacy-14; Singing-10; Throwing-13.

Spells: Apportation-15; Darkness-13; Light-12; Poltergeist-15; Voices-14 (see p. M69).

Joe Wesley was a California migrant worker who joined the IWW in 1919. Blacklisted up and down the West Coast, he became a full-time organizer for the Wobblies.

Joe was in Oklahoma when he heard of the Selby factory's construction. He decided to snoop around the site for propaganda-worthy conditions and was shot dead by Jerry Goad.

He returned as a ghost the next night, still determined to carry out his mission. In the words of IWW martyr Joe Hill, "Don't waste time mourning, organize." His early attempts at disembodied speech-making only frightened his audience. Now he is experimenting with spreading dissent and minor sabotage.

Joe will avoid harming workers at all times (that's why he abandoned the steam shovel). He will not try to kill anyone, even the bosses, unless actually harmed by them. His tactics are to confuse, frighten and humiliate.

Joe the ghost will attempt to maintain his "capitalist demon" ruse, unless the PCs show that they know better. He will appear as a top-hatted "Scrooge" and cackle about gouging the poor.

Confronted with knowledge of his true identity, or even a good guess, Joe will drop all pretense and begin to openly propagandize his Wobbly views.

Joe's Ghostly Abilities

Ghosts are described on p. H40. Briefly, Joe cannot be harmed by any physical force, and he cannot make a direct physical attack. He can, however, use his magical abilities to do physical harm.

He will be vulnerable to any magical attack that does not have a physical effect.

Ghosts can also be *exorcised* (see p. H37), but Joe's atheistic beliefs and firm commitment to his cause mean that any exorcism attempt is at a -4 penalty.

Joe the Ghost in a Modern Campaign

Labor-management relations have become less colorful since the days of the Wobblies. In the 1960s, Selby could be building a munitions factory, and Joe could be a member of a radical antiwar group. In the 1970s or afterwards, Selby could be involved in mining or chemicals, and Joe could be a radical environmentalist.

6. Halsey is using cheap materials and dangerous equipment to cut costs on the job. This is a false rumor, suggested by the steam shovel incident. The shovel was, of course, manipulated by Joe's powers.

Demon of Capitalism

On the second day that the adventurers are at the site, a disturbance occurs. The sound of shouting comes from the direction of the canteen. Big Mike rushes to investigate. Presumably, the PCs will head for the noise, too.

By the time they arrive, a crowd has already formed. Shouldering through the press, the adventurers see the cook, holding a pot lid as a shield, edging towards a huge coffee urn. Suddenly, a stream of steaming coffee rises from the urn's spigot, drenching the cook, who howls and flees.

Joe the ghost is using Apportation to squirt the coffee. Anyone approaching within ten feet of the urn is attacked. Anyone struck must make a HT-2 roll or spend 1d-1 seconds distracted by the hot coffee, but it does no real harm.

Once the immediate area is cleared and the crowd is assembled, the ghost becomes visible. A glowing haze condenses into a translucent human figure. To the amazement of all, the figure appears to be financier J.P. Morgan, but a Morgan embellished with goat horns and a barbed tail. Seeing this fiscal nightmare causes each onlooker to make a Fright Check at -1; those who fail will entertain the crowd with their reactions!

The apparition proclaims, "Look on the face of evil." With that, its features melt into the likeness of steel magnate Andrew Carnegie; it speaks again, "I am Legion, the legion of the capitalist conspiracy." Again the features shift, this time to resemble millionaire John D. Rockefeller. It continues, "The conspiracy of the bosses that makes slaves of you all." The figure then grows to fifteen feet in height; its face is a fanged caricature of John Selby. It roars, "Your wages are the chains that bind you to me!" This transformation calls for another Fright Check, this time at -3. About half of the workmen are by now running out the front gate; the rest are transfixed with terror. Unless attacked magically, the apparition vanishes with hideous laughter.

Joe caps off his performance by hurling pies at anyone who looks like a "boss." This includes Big Mike, the guards and possibly the PCs. He throws them *hard*, plates and all, for 1d-4 crushing damage. There are six pies. If no effective attack has been made against him (and it's highly unlikely, at this point, that anyone can deal with him) Joe retires to observe the results of his little scene.

One result is that the remaining workers walk off the site. None of the workmen are willing to return until they are assured that the haunting has ended. Some of them are muttering that "Jerry Goad knew something." They're right. See the sidebar on the next page.

More Hauntings

But, though the investigators may become interested in Jerry Goad, the ghost isn't looking for his killer! No . . . he wants to harass the *bosses*. And he does. Over the next few days, he appears at least once a day. He is both prankish and terrifying.

Guardhouse. Just inside the front gate, the guardhouse is an 8' × 8' shack with a table and a small oil stove. Except when making their rounds, there are 1d-3 (always at least one) guards here playing cards and cleaning their guns. Visitors must check in at the guardhouse or use Stealth to sneak by. Joe may appear invisibly in the guardhouse, switching cards or hiding them in pockets and sleeves to make the guards fight among themselves.

Site Office. The site office is a one-room, 8' x 15' wooden shack. It houses a desk, a table spread with blueprints, a file cabinet, an oil stove, and a small safe containing \$200 for petty cash. The foreman and his two assistants are here only intermittently during the day. The files contain receipts, work records, pay lists, and so on. Anyone who studies the work records for an evening, and succeeds in a Research +2 or Administration roll, notices a slight discrepancy. A small brick pillar, unfinished at the end of one day, is noted as being completed when work began the next day. The records also state that Jerry Goad quit without notice.

If Joe appears in the office, he tosses papers around, manipulates scissors to cut paper dolls and squirts ink from fountain pens at the investigators. If he is no longer pretending to be a capitalist demon, he scrawls revolutionary slogans on everything in sight. These activities require a Fright Check from anyone not yet accustomed to ghosts.

Tool Shed. The tool shed is crammed full of extra tools, spare parts, and a box of dynamite, along with blasting caps and a detonator. The shed is padlocked at night, and the foreman has the key. If a lone investigator enters the shed, Joe locks him in and dismantles the shed around him by using Apportation to manipulate tools. Falling lumber and tools do 1d damage unless the adventurer Dodges successfully. Joe comments that "it is labor that holds the world together." Experiencing these phenomena in the claustrophobia-inducing shed requires a Fright Check at -2.



Jerry Goad

Age 31, blotchy complexion, sandy hair, pale eyes; 6', 180 lbs.

ST 12, DX 10, IQ 8, HT 11.

Basic Speed 5.25; Move 5.

Dodge 5; Parry (Nightstick) 7.

Advantage: Toughness DR 1.

Disadvantages: Bully, Gluttony.

Skills: Nightstick-14; Guns (Revolver)-14.

Language: English-8.

Weapons: Nightstick (swing 1d+2, thrust 1d-1); .44 revolver (2d crushing).

Jerry is a school dropout who wandered from menial job to job until he was taken on by Selby's private security police. Like all Selby's guards, he is not really a trained security man, just a hired thug. He was in his element as a Selby Company guard. There was little work and plenty of opportunities to bully people with impunity.

When working nights, he was fond of taking potshots at stray animals around the site. While making the rounds alone one night, he saw someone sneaking about the grounds. Jerry shot first and thought later. If the man he killed was a thief or anarchist, everything was fine, but Jerry belatedly remembered that Selby was known to employ snoopers to check up on his work sites.

Jerry decided to hide the body. He found an almost finished brick pillar in one of the foundations, dumped Joe's corpse in it, covered the body with debris, and then topped off the pillar. The gunshot was explained as the usual "hunting." No one took note of the suddenly finished pillar, except as more evidence of the little people's mischief, or bad record-keeping.

The next night, the ghost of the prowler scared Jerry right off the site and into a bottle. Jerry has avoided his boarding house (location 27) and hangs out in the cheap dives and flophouses of Southside, fearing the appearance of the police, the ghost, or both.

If the PCs go looking for him, it takes a Streetwise roll (two attempts per day) to find him; he'll most likely be at Dave's Dive (location 46). Sobering him up takes a First Aid or Physician roll. Getting information out of him requires Fast-Talk-3. If the investigators show that they already know his story, Goad will be willing to confess to the police.

Jerry is not very imaginative, but the appearance of the ghost filled him with fear of reprisal, if not true repentance, for killing Joe.

Songs and Quotes from the Wobblies

The following is a brief collection of material that may be used to add color to Joe's speeches. The Wobblies were especially noted for their use of songs and theatricals as propaganda tools.

Excerpts from the IWW Charter, Preamble

The working class and the employing class have nothing in common. There can be no peace so long as hunger and want are found among millions of working people, and the few who make up the employing class, have all the good things of life . . .

. . . abolition of the wage system . . .

It is the historic mission of the working class to do away with capitalism . . .

The army of production must be organized . . .

Solidarity Forever

Ralph Chaplin

(Tune: John Brown's Body)

It is we who plowed the prairies;
built the cities where they trade;
Dug the mines and built the workshops;
endless miles of railroad laid.
Now we stand outcast and starving
'mid the wonders we have made;
But the Union makes us strong.

(chorus)

Solidarity forever!
Solidarity forever!
Solidarity forever!
For the Union makes us strong.

The Preacher and the Slave

Joe Hill, IWW Songbook

(Tune: Sweet By and By)

Long haired preachers come out every
night

Try to tell you what's wrong and what's
right;

But when asked, how 'bout something
to eat

They will answer with voices so sweet:

(chorus)

You will eat, by and by,
In that glorious land above the sky;
Work and pray, live on hay,
You'll get pie in the sky when you die.

It is worth noting that this song is believed to be the origin of the phrase "pie in the sky."

Other Special Effects

To add even more atmosphere to the adventure, GMs with high scores in Music or Scrounging can use actual tapes or records of protest songs for background music!

Canteen Tent. The canteen is a small field kitchen that serves soup, sandwiches, coffee and pie. Many of the men pay to eat here rather than bring their own lunches. The 10' x 14' tent contains a large oil stove, a huge coffee urn, and four stacks of food crates and sacks. The old Chinese cook who runs the kitchen has no interest in politics and no useful information. A number of benches are set up nearby.

Buildings Under Construction

Three buildings are under construction. Two will house the actual factory facilities; the third, the administrative offices. A warehouse will be added later. The remainder of the compound is just a muddy field crossed by plank walkways. One area is set aside for parking autos and trucks; another to park the steam shovel and other heavy equipment.

Office Building. This is almost complete, structurally. The exterior walls are up, and the roof and floors almost finished. Piles of building materials and tools clutter the floor space.

If the adventurers are snooping here at night, Joe uses the spells *Voices* and *Light* to lure them into a small office. He slams the door and wedges it shut with a handy 4" x 4" beam. Working from the basement below, Joe begins sawing the floor out from under the party. He accompanies this with a lecture on the imminent fall of capitalism, the *dumping* of the bosses and the *unsound footing* of the wage system.



Factory Building A. This is currently only a concrete-lined pit. Four brick pillars to one side will support the factory furnaces when the place is finished. It is in one of these that Joe's body is concealed. The inept work on the concealing pillar can be detected with a Vision-2 roll, if one is looking for it.

Joe uses Voices here to create the sound of several men crying out in pain. Anyone looking into the pit will see a group of men apparently crushed under some beams. If they descend to help the victims, the huddled forms suddenly coalesce into one huge figure with many heads and arms. The heads are those of as hard-hatted construction men, dusty miners, wool-capped lumberjacks and other workers. The arms wield a variety of tools, axes, crowbars, hoes and so on. This nine-foot-tall apparition requires a Fright Check at -6.

After heaving off the illusionary beams, the figure, Joe, begins to orate, starting with "Workers of the world, unite," and ending with a chorus of *Solidarity Forever*. Joe is, of course, incapable of physical attack, but he does his utmost to menace the group. If effectively assaulted by the party, he uses his usual ghostly tactics.

Factory Building C. This is only a muddy hole in the ground with wooden retaining walls. No work has been done here since the steam shovel incident. The shovel and pile-driver stand idle. An earthen ramp at the north end gives access.

If a PC is near the edge of the pit at a time when Joe is near full Strength, he may use Apportation to crumble part of the edge. His victim(s) must then make a roll of DX-4 or slide into the pit. The fall cause only 1d-3 damage due to the soft mud.

Once someone is in the pit, Joe use Apportation with a flat rake to scoop up the muck into a heap. He manifests himself out of this heap as a humanoid figure of mud, wielding the rake in one fist. This "muckraker" form requires a Fright Check at -4 for all viewing it.

The muckraker attacks by scooping mud up with the rake (this is still Apportation) and heaving it at the target. This requires use of Joe's Throwing skill. A hit does 1d-5 crushing damage and the victim must make a DX roll to keep his feet.

Joe slings verbal mud as well, calling the investigators capitalist lackeys, pawns of the robber barons, oligarchic gangsters and so on.

Ending the Spirit Strike

Subduing the ghost of Joe Wesley will not be easy. In addition to the standard immunities of ghosts (see p. H40), Joe is resistant to exorcism. Due to his atheism, even those with Clerical Investment have a -4 to their Exorcism skill against Joe.

Finding his body and laying it to rest does not get rid of him. Neither does bringing Jerry Goad to justice. Joe sees Goad as merely a pawn of Selby's. However, either of these last two actions will be seen as a "comradely" action, and will make Joe react favorably to the investigators; he will cease attacking them, and occasionally stop his lectures and listen to what *they* are saying. If they don't suggest negotiation, he will. The best chance to halt Joe's activities is to convince Halsey to enter into collective bargaining with his employees.

Halsey refuses to do this without Selby's approval. Convincing Selby requires a Contest of Diplomacy. The negotiator has a -4 penalty due to Selby's stubbornness. If Selby has directly experienced any of Joe's manifestations, the negotiator gains a +3 bonus, plus a +1 bonus for each day of work that work has been stopped. A Contest may be attempted each day. A critical failure indicates that Selby has fired them.



If Selby agrees that Halsey should negotiate, the adventure may be ended. But if the players enjoy negotiations, the GM may allow them to act as mediators in the bargaining.

The talks are held at the construction site so that Joe can represent the workers. He demands higher wages, bonuses and disability benefits for the workers, plus official recognition of the employees' right to collective bargaining. Selby opposes all points, especially the last one.

The players may split into groups and represent the two sides of the argument, or the GM may arrange for adversary characters to represent management. The negotiations may simply be a series of Contests of Diplomacy, or the players can roleplay the arguments.

The Next Cliffhanger

In a Cliffhanger campaign, the party is relaxing in their hotel dining room . . . perhaps even at a dinner celebrating the successful conclusion of the labor negotiations.

Suddenly, a fist smashes *through the wall* not far from their table. Bricks shower everywhere. The fist withdraws, then smashes through again. Amidst the screams, anyone who can make an IQ-4 roll notices that it is a glinting reddish-copper color.

The fist comes through the wall a third time; then the hand opens and reaches about. It grabs a well-dressed gentleman who had been finishing his dinner and begins to drag him *back through the wall*.

Horribly, the hole is still much too small for the victim. The GM can devote as much or as little detail to the description as may fit the campaign for the group . . . but the sight is more appropriate for a butcher shop than a dining room. The hotel patrons are screaming and fleeing.

Now, except for a few grisly leftovers, the victim has entirely vanished. The huge metallic fist, now horribly stained, appears again . . .

*To be continued
in
The Copper Ghoul*

Consequences

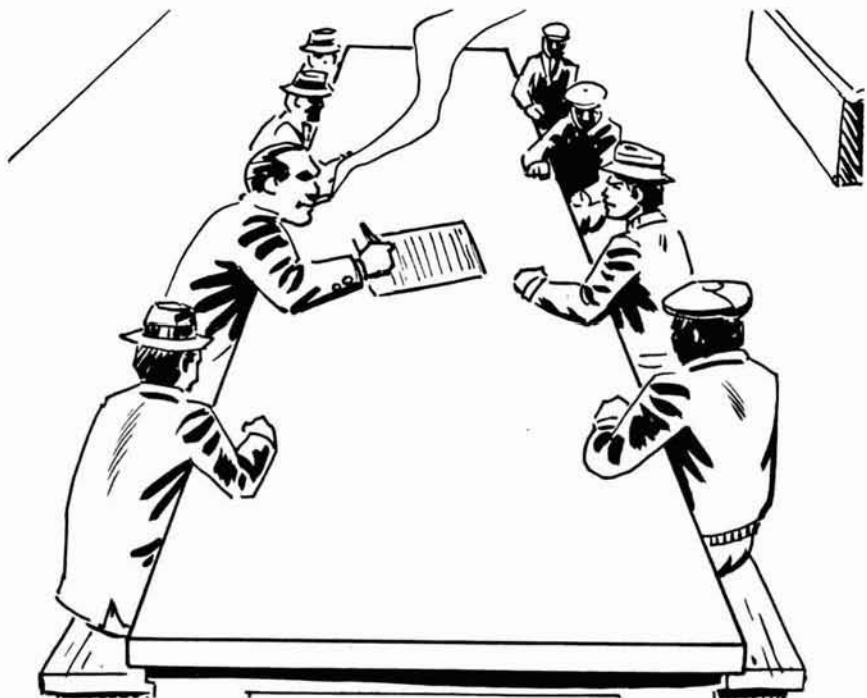
If the labor side gains two or more of their demands, all the investigators who helped them argue their side gain a permanent +3 on reaction rolls with unionists and socialists. If Selby avoids having to recognize collective bargaining as a right, he remains grateful enough to pay the party the bonus mentioned above. He will pay the basic fee in any case.

At the conclusion of the negotiations, Joe fades away. He departs whether or not the labor side wins any concessions, content that he at least gave the men the idea. Of course, Selby and Halsey had better watch their steps at this factory or they may need to call for the investigators again.

If they are not experienced occult investigators, the PCs may be surprised to find out that within a few weeks, most of the people who sat down at the table with Joe (even on his own side) are convinced that the "ghost" was a hoax.

Awarding Character Points

Discovering the true nature of the haunting is worth one point. Exorcising or magically defeating the ghost is worth two points. If the players hit on the idea of collective bargaining to appease the ghost without prompting from the GM, that should be worth another point. And getting Joe to haunt Selby personally, to help bring him to the table, is worth a point. One or two points should also be awarded for good or amusing roleplaying.



WELCOME TO KANSAS

3

This chapter will give background information on the state of Kansas, and details on the fictional town of Liberty, in the Roaring Twenties.

Geography

Kansas is made up of rolling plains and steep hills, formed by the prehistoric ocean which once covered the area. The state's eastern portion, where the two adventures are set, has the state's highest annual rainfall; thus there are many stream and river floodplains, and woodlands. There are rocky ridges and small canyons of weathered rock. The terrain is more like the Ozarks in nearby Missouri than the rolling plains of western Kansas.

The population centers of 20th-century Kansas are in the eastern half. The state's largest city, however, is Wichita in south-central Kansas. Other prominent towns include Topeka, the capitol; the college towns of Lawrence (University of Kansas) and Manhattan (Kansas State University); and Kansas City, Kansas, which sits in the shadow of its big brother, Kansas City, Missouri.

History

The native Indians of Kansas were displaced in 1830 when several eastern tribes were ceded the territory by the U.S. government. These tribes were themselves supplanted by the western expansion of white settlement in the 1870s.

In the 1850s, Kansas became the stage for open hostility between pro- and anti-slavery factions. The often-bloody debate was finally settled when Kansas entered the Union as a "free state" on January 29, 1861 — just in time for the Civil War.

After the war, Kansas was active in the social movements of Populism, Progressivism, Imperialism and Prohibition. However, after World War I, Kansas turned increasingly to extreme conservatism and isolationism. The reformers who had fought for Prohibition turned their attention to matters of private morality. The state's political and cultural atmosphere became increasingly repressive and stagnant throughout this period, reaching a nadir in the 1930s. Combined with the declining economic fortunes of the state, this eliminated Kansas as an important contributor to national history for several years. The state would not begin to recover from the effects of this isolation until the end of World War II.

In 1927, most of Kansas remains an agricultural state, dotted with small farming communities. New tensions are caused by the widening social gap between the rural areas and the cities.

Southeastern Kansas

In the 1890s, petroleum and natural gas were discovered in the fields of southeastern Kansas and northeastern Oklahoma. The resulting financial boom brought a level of urbanization not previously found in the state, except in the Wichita and Kansas City areas. This boom economy helped cushion the area against the social malaise that paralyzed the rest of the state. The Great Depression broke the spell of this protection but, while it lasted,

the boom encouraged prosperity and a positive attitude in its citizens.

The people in the southeast are a microcosm of Kansas. Though generally easy-going, they tend to distrust strangers, particularly those expressing different points of view. Such people may eventually be accepted into the community, but they will always be considered "outsiders."

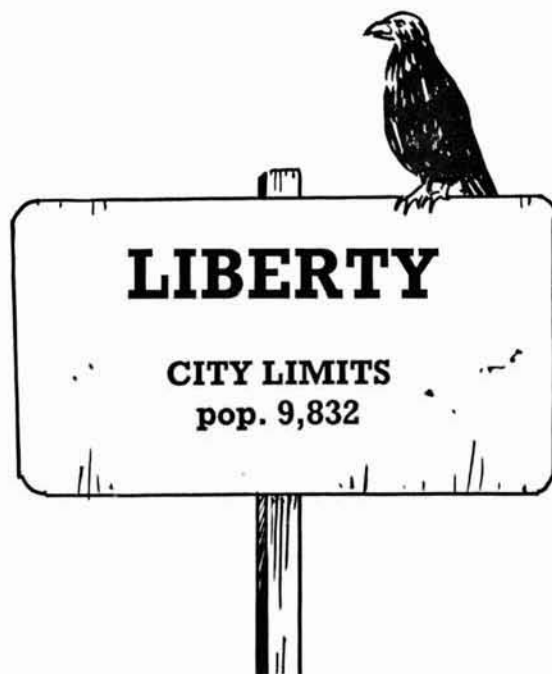
Even though the towns are not very large, there is a good deal of difference in attitude between urban and rural folk. It should also be kept in mind that while the people in the southeast may be provincial, they are not naive.

Liberty

Liberty is in southeastern Kansas. It was founded in 1851 as a trading post. As settlers arrived in the area, Liberty expanded; in 1861, when the railroad reached it, Liberty incorporated as a town. Liberty became the county seat in 1870, and the population swelled to about 8,000. By the 1920s it had reached approximately 10,000, a level it has maintained to the present day.

Liberty is the setting for the adventures, but it is also a living and breathing town in its own right. To this end, places where the adventurers will stop for lunch, gas or entertainment are included along with locations important to the adventures. GMs can use this information to bring the town alive for the players by letting them interact with a wide range of NPCs.

Liberty is divided into two halves. The middle classes live in the respectable northern part. In the Southside, crime and poverty are exacerbated by the centuries-long sway of the Dire Dreamer. Even after the Dreamer has been destroyed, its influence will continue to linger . . . its vileness has touched many permanently.



Modern-Day Liberty

The adventures can easily be updated to the present. Some changes are suggested in the Liberty locations; others are listed below. In general, the town is not as wealthy. The Heskiths can still be oil-rich, but not fabulously wealthy.

The Cavern will no longer be a speakeasy as such. Liberty is in a partly "dry" county. The Cavern will operate openly as a beer bar, with stronger drink and possibly other drugs sold under the table. The Compton boys will be drug dealers rather than moonshiners.

The Real Liberty

Some of the details of the town of Liberty were suggested by the history of Independence, Kansas. Independence began as a trading post, its population growing with the westward expansion and especially the advent of the railroads. Its fortunes took a dramatic upswing when oil men based there (including Harry Sinclair) struck oil in nearby Oklahoma.

Though it remained a relatively small town (never more than 10,000 people), Independence became a center of great wealth. During the height of the oil era, the town boasted more millionaires *per capita* than any other city in the nation. The wealthy spent freely — building offices and fine houses, supporting theaters for vaudeville and touring shows, and contributing to public works, including an elaborate city park and zoo.

The great wealth drained away in the Depression and Independence went through a long period of general decline. In the 1970s, new industries began to boost the local economy. The town is now trying to restore its former glories.

Some famous Independencians include author Laura Ingalls Wilder, playwright William Inge, and explorer/filmmakers Martin and Osa Johnson.

Northern Liberty

Affluent from the oil boom, northern Liberty boasts many splendid new buildings. Offices and stores are being opened to cater to the tastes of the rising middle classes.

1. Wilson's Aerodrome. Replaced on the same site by Tri-city Airport in the 1950s. In the 1920s, "Ace" Wilson owns and operates the small landing strip, its two hangars and support facilities. Ace will hire himself and one of his aging but serviceable "Jenny" planes for \$15 an hour, plus expenses. Ace might join an adventure if lured with "fortune and glory." He is assisted by his mechanic, "Gears" Molloy.

In modern-day adventures, the Tri-City Airport serves both private pilots and regional commercial airlines. Regularly scheduled flights are available to and from Dallas, Kansas City, Chicago, St. Louis and Denver at standard rates. In modern-day settings, Ace is a war veteran who operates an air taxi service.

"Ace" Wilson: ST 11, DX 13, IQ 10, HT 10. Combat Reflexes; Impulsive. Quirk: Wears silk scarf. Skills: Navigation-11; Piloting-15; Guns (.44 Revolver)-13 (2d crushing).

"Gears" Molloy: ST 10, DX 12, IQ 10, HT 11. Lame (one leg). Quirk: Pessimist. Skills: Gambling-12; Mechanic-16.

2. The Heskith Mansion. The mansion is set on a 15-acre estate (see p. 6 for details). In addition to the mansion there is a four-car garage, gardener's cottage, stables, formal garden, tennis court and fishing pond.

3. The Redeemer Lutheran Church. This handsome fieldstone church has a tall steeple and beautiful stained-glass windows. Pastor Samuel Olson knows quite a bit of the local history and is a friend of Professor Kemper's (see p. 9). He will note that Kemper has been excited and secretive of late. Kemper men-

tioned the Father Montclair journal to him and asked him to keep it secret. It will take a Good reaction to convince the pastor to reveal the existence of the manuscript, and a Very Good reaction to reveal that the journal dealt with a local witch cult.

Pastor Samuel Olson: ST 10, DX 10, IQ 11, HT 10. Strong Will +3. Skills: Leadership-12; Theology-12.

4. City College of Liberty. Becomes Liberty Community College in the 1960s. This small but handsome private college was endowed less than ten years ago by the influx of oil money. The college consists of five two-story brick buildings with a modest growth of ivy. The five brick buildings are the McGill Administration Hall and Library, History and Philosophy Building, Liberal Arts Building, Science Hall and the Prescott Gymnasium. See p. 9 for details of Professor Kemper.

5. Bible Baptist Church. This is one of the largest churches in town, a large plain brick building with tall stained-glass windows flanking the front steps. Pastor Henry Dickson is also head of the local Temperance League. The pastor has suspected that witches were in the area due to the cattle mutilations. He might be persuaded to help in person, by calling out his congregation, or by bringing pressure to bear on the sheriff for a raid on the speakeasies.

Pastor Henry Dickson: ST 9, DX 9, IQ 11, HT 10. Clerical Investment. Quirks: Local history buff; Smokes pipe. Skills: Diplomacy-12; History-13; Theology-16.

6. Lincoln Road Sporting Goods. This is the largest sporting goods store in the area. While it carries some athletic equipment, the emphasis is on hunting and fishing gear. Bud Henderson, the owner, keeps a full selection of hunting rifles, shotguns, ammo, fishing and camping equipment on hand.

Bud Henderson: ST 12, DX 13, IQ 10, HT 10. Quirks: Tells bad jokes constantly; Always wears baseball cap. Skills: Hunting-13; Merchant-12; Survival-13.

7. The Appley Residence. Mr. and Mrs. John Appley are highly respected citizens. They live in a large, gable-roofed, Victorian house. Mr. Appley is a clever lawyer and devoted to his family. Mrs. Mary Appley is a noted local hostess and philanthropist. Both refuse to believe any ill of their daughter Lucinda (see p. 8) without the strongest face-to-face proof. Even if convinced of Lucinda's activities, they will try to use their influence to protect her.

John Appley: ST 11, DX 11, IQ 14, HT 10. Charisma +1; Status 2; Overconfident. Quirks: Fishing enthusiast; Doting father. Skills: Fishing-15; Law-16.

Mary Appley: ST 10, DX 12, IQ 12, HT 10. Beautiful; Status 2; Stubborn. Quirk: Wears gold nail varnish. Skill: Savoir-Faire-15.

8. The Public Library. A recently constructed gift from the Carnegie Foundation, the library is small and contains little occult information. Research rolls can be used to gain the information below, but it's easier to ask the prim, but friendly, head librarian, Miss Eula Woods . . .

The first white men in the area were French trappers and explorers. They named the local river Gris, which was later Anglicized to Gray.

When Liberty was settled, Liberty's valley was the only nearby area not inhabited by the Osage Indians. They considered the place evil.

Miss Woods will not accompany adventurers in the field, but she might be persuaded to aid them academically. If the investigators cannot obtain Father Montclair's journal (see p. 10), she can find out that the original is in the St. Louis Historical Museum in St. Louis, Missouri. They will have to go there to

peruse the book; it will not be allowed out of the museum. If none of the investigators speak French, Miss Woods can translate it for them.

If questioned about local folklore, Miss Woods directs the questioner to Professor Kemper at the College (see p. 9).

Miss Eula Woods: ST 9, DX 9, IQ 13, HT 10. Language Talent. Quirks: Hates loud noises; Likes handsome men. Skills: English-15; French-13; History-13; Research-14.

9. *Nickel's Five and Ten Cent Store*. Carries a variety of goods and sundries. Willy Nickel is the proprietor. He is a popular man and hears much of what goes on in town. He thinks well of the Heskith family and believes Lucinda to be a sweet girl. He will recall a stranger buying a Chicago newspaper two nights before Jerry Goad ran out on his job.

Willy Nickel: ST 9, DX 11, IQ 13, HT 10. Hard of Hearing. Quirk: Makes bad puns. Skill: Merchant-13.

10. *U.S. Post Office*. Normal postal services are available here. Wanted posters for the Compton boys are posted prominently on the walls.

11. *Country Club*. This gathering place for the town's elite has an eighteen-hole golf course, tennis courts, gymnasium and clubhouse. The members are primarily professional men — doctors, lawyers, bankers and so on — but the *nouveau riche* oil and cattlemen, having the most money in town, are also members.

12. *Sisters of Mercy Hospital*. A four-story building housing a modern, fully staffed 500-bed hospital. Sister Mary Margaret is the hospital's chief administrator. The renowned Dr. De la Porte is chief surgeon; Dr. Howard is his assistant. Dr. Fine, the county coroner, is based at the hospital.

Sister Mary Margaret: ST 9, DX 8, IQ 14, HT 12. Empathy; Stubborn. Quirk: Secretly loves adventure novels. Skills: Administration-15; Diplomacy-14; Theology-14.

Dr. De la Porte: ST 10, DX 14, IQ 14, HT 10. Reputation +3. Quirk: Toys with stethoscope. Skills: Diagnosis-16; Physician-16; Surgery-16.

Dr. Howard: ST 10, DX 10, IQ 13, HT 10. Nearsighted. Quirks: Tells bad medical jokes; Plays up to patient's fears. Skills: Diagnosis-17; Physician-15.

Dr. Fine: ST 8, DX 12, IQ 12, HT 12. Addiction (chain-smoker). Quirk: Gruff manner. Skills: Forensic medicine-13; Physician-14; Surgery-13.



13. *Western Union Telegraph Office*. The phone service in this area is still unreliable — the best way to send messages is by telegraph. A telegram costs around five cents a word, on the average, to a U.S. location, or 25 cents a word to an overseas location.

14. *Stockman's Club*. This club is on the third floor of a downtown office building. It has its own restaurant and an illegal bar. The club was founded in the 1890s by a group of local cattle ranchers and is open to members and their guests only. Its membership is now extended to oilmen and various lawyers and businessmen connected to the cattle and petroleum industries. The food is excellent and reasonably priced, with an emphasis on huge steaks. The current president of the club is C.C. Dean, a rancher who became rich through the discovery of oil on his property. He talks and runs his ranch like a character out of the 1870s.

C.C. Dean: ST 11, DX 12, IQ 10, HT 10. Strong Will +1, Stubborn. Quirk: Loves the Old West. Skills: Fast-Draw (Revolver)-15; Lasso-12; Merchant-13; Riding-13.

15. *The Liberty Daily Sentinel*. Liberty's only daily paper has its offices in one of the older downtown buildings.

The paper's ace reporter, Floyd "Swifty" Robinson, is from Chicago. A year ago, "Swifty" came to Liberty to lie low after gangsters and City Hall made it clear that he was no longer welcome in Chicago. With the heat now off, Swifty would love a big scoop to propel him back into the big time. He may attach himself to the party if they do anything spectacular, such as raid speakeasies, fight moonshiners, or the like. If the party contacts him, he demands exclusive rights to their story in return for his assistance.

Floyd "Swifty" Robinson: ST 10, DX 13, IQ 10, HT 10. Combat Reflexes; Overconfident. Quirks: Sharp dresser; Fidgets with pocket watch. Skills: Disguise-12; Driving (Auto)-12; Fast-Talk-14; Photography-9; Shadowing-11.

16. *City Hall*. The offices of the city manager, town council and other city government offices are in this vintage 1870s edifice.

17. *Variety Theatre*. Built in 1921 the theater features vaudeville, alternated with touring plays. It was made into a four-screen movie house in the 1970s.

18. *Kean Hotel*. Excellent accommodations for \$10 a night; fine restaurant with room service. The lobby is a popular meeting place for the town's fashionable set, both young and old. When Lucinda Appley is socializing this is one place she may be found. John Selby is staying here while his factory is being built. The following items of gossip may be picked up here; make a reaction roll every half-hour, and on a roll of Good or better, give one randomly-chosen rumor.

Jimmy Parsons has made threats against Tom Heskith. (True.)

Lucinda Appley is a sweet girl, but always seems to be in with a bad crowd. (True and false; the crowd is bad, but she is the main reason.)

Tom Heskith has probably been killed by gangsters who wanted him to throw the baseball championship in May. (False.)

Fred Halsey is deeply in debt. (False.)

19. *Broadview Hotel*. Jimmy Parsons lives here (see p. 7). Members of the hotel staff can be bribed or Fast-Talked to tell about Jimmy's bad temper and ill manners.

20. *Chez Andre*. An elegantly decorated restaurant with French cuisine and high (three times normal) prices. The restaurant is frequented by the town's upper crust.

Tom Heslith and Lucinda Appley lunched here on the day of Tom's disappearance. The *maitre d'*, Paul Matson, served the pair personally in a private dining room. He was the only person who noticed that Tom and Lucy were arguing over lunch. If investigators press him successfully, he drops his haughty French accent and says "Tom and Miss Lucy came in all smiles. But during the meal I overheard raised voices. When they left, she was tight-lipped and he looked half wild."

Paul Matson: ST 10, DX 12, IQ 10, HT 10. Six feet tall, black-haired, earnest. Handsome. Quirks: Foppish dresser; Affects a French accent. Skill: Savoir-Faire-12.

21. *County Courthouse*. A three-story building with many steps and granite columns. The first floor contains two courtrooms, jury rooms, and offices for the county clerk and other county officials. More offices, filing rooms, and the law library take up the second floor. The sheriff's office and the county jail are on the third floor. The jail has a drunk tank, six two-man cells, and a solitary confinement cell. See p. 7 for details of the sheriff's office.

22. *Odeon Theatre*. Built in 1889, this vaudeville house features national headliners such as Will Rogers. It was torn down in the 1950s to make a parking lot.

23. *Coronado Apartments*. A gracious Spanish-styled building. Lucinda Appley lives here. The manager, Horace Smiley, will give an account of Lucinda's usual comings and goings if bribed or deputized (see p. 8).

Horace Smiley: ST 10, DX 10, IQ 10, HT 10. Weak Will -1. Quirk: Wears loud checked bow ties. Skills: Administration-12; Writing-14.

24. *City Park*. Subsidized by the wealthy, the park has a carousel, menagerie, miniature railroad, and weekly band concerts during the summer. Park Avenue sweeps around in a great oval through the park and there are several small back roads and trails through its wooded acreage. In the late 1940s a band shell and public swimming pool were added to the attractions.

25. *Halsey General Contractors*. Fred Halsey is the biggest local building contractor. The offices are in a old two-story brick building built in the 1880s.

26. *Memorial Hall*. Erected in 1921 as a memorial to WWI casualties, Memorial Hall contains a 2,000-seat auditorium and several meeting rooms. It is an imposing four-story red brick building which fills an entire city block. Concerts, revival meetings, touring shows, and civic meetings are held here.

27. *Mrs. Carey's Boarding House*. Mrs. Carey offers rooms by the week with meals for \$20. Mrs. Carey has run the boarding house by herself since her husband died in 1920. Jerry Goad kept a room here, but he hasn't returned since seeing Joe Wesley's ghost. Mrs. Carey recalls him as "loudmouthed and not too bright, but he didn't go out much, except to work." The boarding house was closed following her death in the 1940s.

Modern-day investigators will have their choice of several motels at \$30 to \$50 per night. The Mid-America Motel is run by Mrs. Carey's aging son, John Carey. The Mid-America specializes in long-term room rentals. Half of the 20 concrete-block rooms have kitchenettes: \$120 a week without kitchen, \$170 with. TV is \$20 extra.

Mrs. Carey: ST 9, DX 9, IQ 10, HT 11. Intuition; Miserly. Quirk: Always wears curlers and carpet slippers. Skill: Cooking-15.

28. *Reed's Grocery Store*. Reed's is typical of the several neighborhood grocery stores that appear in the middle-class areas of Liberty. It is a small brick building with a large window

in front. Bins in the front display fresh produce brought in from local farms and orchards.

Ben Reed: ST 10, DX 10, IQ 10, HT 9. Charisma; Bad Vision. Quirk: Wears walrus moustache. Skill: Merchant-12.

29. *Harry Edgerton's Plains Oil Service Station*. Harry and his son Harry Jr. run the garage and gas station. They will attempt to fix any auto or mechanical device. They charge \$3 an hour (Modern day: \$25 an hour). It takes them at least three hours to perform any work, whether they fix the device or not. No refunds, no guarantees.

Harry Edgerton: ST 10, DX 10, IQ 10, HT 12. Late fifties, heavy-set, with a greasy, pockmarked face. Ugly. Quirk: Wipes hands on overalls. Skills: Driving (Auto)-12; Mechanic-10.

Harry Jr.: ST 11, DX 10, IQ 9, HT 10. In his twenties, with never-washed red hair. Greedy. Quirk: Chews Tobacco. Skills: Driving (Auto)-13; Mechanic-11.

30. *Lessman Garage*. Ollie Lessman fixes cars and motorcycles for \$3 an hour in the 1920s (Modern day: \$30 an hour). He will also rent cars for \$5 a day.

Ollie Lessman: ST 11, DX 13, IQ 10, HT 9. Quirks: Mumbles constantly; Smokes cheap cigars. Skills: Driving (Auto)-14; Mechanic-13.

31. *Don's Diner*. This greasy spoon is notable for the presence of Claire Robbins, a waitress with a nose for news. She knows about Lucinda's and Jimmy's break-up and thinks it was because Jimmy was too difficult for Lucinda to control. She will say that Lucinda is no better than she has to be. Claire has an opinion about everybody in town. Complimenting her bright red bobbed hair is all it takes to start Claire talking. The GM can use her as a source of clues and hints, or misinformation.

Claire Robbins: ST 10, DX 11, IQ 11, HT 10. Attractive; Compulsive Behavior (Opinionated). Quirks: Loves to gossip; Hennes her hair. Skill: Lip Reading-11.

32. *Grain Elevators*. These tall, grain storage facilities are sometimes called the castles of the prairie.

33. *Parson Brothers Meat Packing Plant*. A squat, brick building containing a small meat-processing and cold-storage facility. The Parsons do wholesale processing and butchering for private individuals.

34. *Santa Fe Railroad Station*. The passenger train service to Liberty is discontinued in the 1960s. After that, the station is converted into a Trailways bus station.

Southside

Just south of the railroad tracks, the affluence of Liberty seems to fade. Well-kept homes and businesses give way to shabby, rundown buildings. The change is gradual at first, but accelerates with every block farther south. The people change as well. To the north, people have a normal range of attitudes; farther south, sullenness and despair become standard.

The attitude of the people is a result of the Dire Dreamer's influence. Decades of Dream Probes have taken a toll on the area's inhabitants. Even those not directly touched are affected by the general aura of depravity and violence. Only the very tough-minded are able to resist.

Crime is also rampant here. The best efforts of the town's leadership cannot cope with the problem, especially in this Prohibition era.

Information in Southside

Anyone who goes snooping in one of Southside's dives or at the Buffalo Head speakeasy must make a Streetwise roll to avoid

being thrown out immediately. A critical failure indicates that they are attacked by a thug (see below). Even if one manages to 'fit in' in a dive, a reaction roll of Good or better is required to gather any relevant information.

Southside Thugs

These thugs may be used as desired by the GM to represent muggers, psychopaths, drunks or other undesirables. Remember that, because of the vile influence of the Dire Dreamer, there are a lot of *insane* people in the bad part of Liberty, and even the sane ones are mean and touchy.

Andy Maloney: ST 13, DX 10, IQ 9, HT 10. Toughness DR 1; Bully. Skills: Shortsword (for billy club)-11; Guns (Pistol)-10. Weapons: Club (swing only, 1d crushing); .38 revolver (2d-1 crushing).

"Bo" Stevenson: ST 10, DX 13, IQ 10, HT 8. Acute Hearing +2; Alertness +1. Greedy; Cowardly. Skills: Knife-16; Guns (Pistol)-15. Weapons: Switchblade (thrust 1d-3 impaling; swing 1d-3 cutting); .32 automatic (2d-1 crushing).

Charley Duryea: ST 10, DX 11, IQ 10, HT 11. Skills: Brawling-13; Carousing-10.

Street People of Southside

The following encounters are not keyed to the map. The GM may introduce these people to provide information or as random encounters (e.g., a 1 on one die for each half-hour spent in Southside).

Elmer "Bingo" Bally: ST 9, DX 9, IQ 10, HT 8. Age 54, black greasy hair, stubbly chin; 5'8", 134 lbs. Alcoholic; Ugly. Skill: Carousing-18.

There is a chance that investigators on the Heskith case will overhear a drunken vagrant mumbling brokenly about giant spiders. If questioned, "Bingo" will be mostly incoherent. Drying out the drunk will take at least three days and a First Aid-4 or Physician roll. Sober, Bingo will recall wandering south of town, near Cedar Ridge with a friend, "Knobby" Jones, when they heard a party going on. He remembers going to investigate, but the rest is blurred, apart from a DT's nightmare of a huge spider. He hasn't seen his friend since. (The two saw a coven meeting and a Guardian, and fled. Bingo's friend is in jail in a nearby county for vagrancy.)

Maisie: ST 8, DX 9, IQ 11, HT 8. Age 61, gray hair, blue eyes; 5'4", 110 lbs. Night Vision; Paranoid. Quirks: Constantly mutters; Afraid of getting wet.

Nowadays we would call Maisie a bag lady. She sleeps in alleys and makeshift huts when she is not in jail for vagrancy. Maisie lives on handouts and scraps from the garbage. As a child, she was driven mad by the Dire Dreamer's probes. Maisie may approach the party looking for handouts and constantly muttering about magicians, spiders and "crawling guts," which are her memories of the Dream Probes. She will fear anyone who tries to question her about this. It will take a roll on Psychology-2 or Interrogation-3 to get anything useful out of her. She knows only scraps, but she will mutter about a French magician and a goat-headed god who is "the Master of Dreams" (see p. 11).

"Little" Jimmy Clay: ST 7, DX 14, IQ 11, HT 8. Age 12, black curly hair, blue eyes, cute expression; 4'2", 80 lbs. Ambidextrous; Social Stigma (Black); Youth. Quirks: Dislikes authority; Likes candy. Skills: Brawling-12; Fast-Talk-13; Pickpocket-15; Streetwise-14.

Jimmy is a black orphan who lives with his old, widowed aunt. Jimmy helps his aunt make ends meet by doing odd jobs,

panhandling and picking pockets. He uses his glib tongue to get out of scrapes and has so far been unaffected by the Dream Probes. Jimmy can get into virtually anywhere in Southside and would be a very good contact for investigators. Jimmy charges outrageously for any services (at least \$10 for any information) and may even try to pickpocket his employers. He will make good use of his small and scrawny appearance to gain sympathy from the tender-hearted.

Lizzie Dearborn: ST 10, DX 10, IQ 8, HT 12. Age 22, brown hair, brown eyes; 5'6", 110 lbs. Attractive; addicted to cocaine. Quirk: Rolls up dollar notes. Skills: Dancing-10; Sex Appeal-12.

Lizzie was a dancer for the Cavern speakeasy. Her addiction got her fired; now she does odd jobs and streetwalking. She is acquainted with all the dancers and musicians in town. She knows that Lucinda Appleby hangs out at the Cavern and that Bull wants Lucinda for his own girl. She also remembers that Lucinda used to disappear into the unused back portions of the cave for hours at a time.

Southside Locations

35. *First Southern Baptist Church*. This one-story wood-frame building is the place of worship for most of the town's black population. The congregation is very fervent. Reverend James Shepard has a hard time keeping the spirits of his congregation up, as many of them live in Southside and must deal with its peculiar problems as well as the "ordinary" problems of being black in the 1920s.

If convinced of the Dreamer's existence, Shepard will lend his spiritual aid, and might even journey to confront the devil as represented by the Dreamer. His aid takes the form of helping to resist the Dreamer's magic, and distracting the Dreamer while he points out illusions to others.

Some of his congregation work in the speakeasies and as servants to the rich. If the Reverend asks them to, these people will give information on the comings and goings of their employers.

Reverend James Shepard: ST 12, DX 9, IQ 12, HT 10. Strong Will +3; Pacifist (Total Non-violence). Quirk: Wears dark glasses. Skills: Leadership-15; Singing-12; Theology-15.

36. *Baker House Hotel*. Built in the 1900s as a luxury hotel, its location on the wrong side of the tracks made it a failure. Though encouraged by the city fathers in hopes of helping the Southside's image, it is badly run down and caters mainly to transients. The only permanent residents are the musicians, entertainers and staff of the two big speakeasies. It has a well-earned reputation for dangerous decadence.

Mona Rathburn: ST 8, DX 12, IQ 10, HT 14. Female, age 21, bobbed black hair, blue eyes; 5' 2", 120 lbs. Attractive; Voice; Alcoholic. Quirk: Wears loud, cheap jewelry. Skills: Sex Appeal-16; Singing-16; Streetwise-13.

Mona is Blacky Malone's girl. She is a torch singer at the Cavern speakeasy and has been its featured attraction for almost a year. She has the talent to make a great career for herself, but her alcoholism and involvement with Blacky hold her back. Mona knows that something in the Cavern's unused caves is causing Bull and Blacky to argue a lot recently.

Sammy Sampson: ST 10, DX 13, IQ 12, HT 10. Age 23, curly hair, brown eyes; 5'10", 160 lbs. Musical Ability +2; Claustrophobia; Social Stigma (Black). Quirk: Wears black suits. Skills: Piano-17; Singing-15; Streetwise-15.

Sammy is the star attraction at the Buffalo Head where he sings, plays jazz piano and sits in with the band. Sammy dreams

of moving to Chicago and joining one of the great jazz bands, but for now he is stuck playing for Reed Smith (see location 45) until he can pay off his gambling debts. Sammy knows all the musicians in town and is friendly with Mona Rathburn. Investigators who want to infiltrate the Buffalo Head or the Cavern might be able to get jobs there with Sammy's help.

Song and dance girls: Entertainers from the two speakeasies live in groups of two or three here. Anna, Clara, Daisy, Janie, Karla, Lana, Mabel and Madge work at the Cavern. Betty, Bobbie, Emmie, Flora, Milly, Nan, Oona and Zelda work at the Buffalo Head. All have average stats, Attractive or better appearance and Dancing-14, Sex Appeal-12 skills. They know little about their bosses' activities but know the schedules of deliveries and movements of the staff at the speakeasies.

Jazz musicians: Performers imported from Chicago and New Orleans lodge at the Baker House while playing for the speakeasies. Bones, Big Ed, Moose, Red and Slim play the Cavern; Jimbo, Georgie, Little Willy, Max and Skins work at the Buffalo Head. They have average stats, Fast-Talk-12, and Musical Instrument-14. They know the same kind of information as the chorus girls.

37. Kozy Kitchen Kafe. This greasy spoon has cheap food and is patronized by many of Southside's down-and-outs. The owner and cook is Hal Moore; the only waitress is Kamisha. She is a bad waitress whose fear of imaginary enemies has led her to poison some of the customers. Fortunately, her ineptness has kept her from killing anyone; so far the victims have become sick but have recovered. Nosy investigators may get worse than indigestion from the food here. Hal will not serve non-whites, and ethnics of any kind will be treated rudely by him — he is viciously rude to his own waitress, Kamisha.

Hal Moore: ST 13, DX 10, IQ 9, HT 12. Intolerant. Quirk: Hates bathing. Skills: Cooking-10; Knife (Cleaver)-12 (2d-3 cutting).

Kamisha: ST 10, DX 11, IQ 8, HT 10. Middle-aged black woman. Unattractive; Paranoid. Quirks: Shifty, hurt expression; trusts nobody but Moore even though he abuses her. Skill: Poisons-9.

38. Al's. This is one of several flophouses (cheap hotels) in Southside: \$.50 a night and don't let go of your wallet (Modern-day price: \$8 a night). The flophouses are crumbling buildings of one or two stories. There are two or three large rooms with ten cots each, and six to eight tiny, one-cot cubicles. These places are good sources of street information and fleas.

The manager of Al's is Lou Schwartz. For a very petty bribe, Lou will admit that Jerry Goad has been staying here, off and on, for several days.

Lou Schwartz: ST 11, DX 9, IQ 9, HT 10. Bad Temper; Greedy. Quirk: Wears sweat-stained vest and grubby trousers. Skill: Club-11 (1d+1 crushing).

39. The Shelton Arms. Another flophouse. Larry Andale, the manager, runs a sideline in forging permits and identification for small vendors and con men. Joe Wesley took a room here before his ill-fated trip to the cement plant. His goods have been confiscated and mostly sold by Larry. Letters and other papers identifying Joe can be found in the office. Larry will have to be Fast-Talked, Interrogated (at -3 to skill) or threatened with the police to reveal his knowledge of the stranger.

Larry Andale: ST 10, DX 11, IQ 10, HT 8. Coward. Quirk: Chews tobacco. Skill: Forgery-12.

40. Rooms. A flophouse that makes the above two look clean. "Rooms" is all the sign says here. June Hacker and her son, Jake, frequently rob their guests and occasionally kill transients

who won't be missed. Anyone who they think has some money or valuables is in danger here. On the other hand, they never ask any questions.

June Hacker: ST 12, DX 10, IQ 10, HT 11. Toughness DR 2; Fat (210 lbs.). Quirk: Wears bright red mascara. Skills: Club-12 (1d+2 crushing); Stealth-10.

Jake Hacker: ST 9, DX 11, IQ 11, HT 9. Ugly; Sadist. Quirk: Pretends to be a ladies' man. Skills: Knife-14 (1d-4 cutting, 1d-3 impaling); Pickpocket-14; Stealth-12.

41. Madame Robu's Fortune Telling Parlor. The Southside home of Mrs. Robu is noticeable for two reasons. It is better kept up than neighboring houses, and it has a garish sign proclaiming — "Madame Robu, Fortune Teller, Tarot Readings, The Future Revealed, also Zither Lessons."

Mrs. Robu is a widowed Rumanian lady, little more than five feet tall, and over ninety years old. How she came to Liberty is unknown. She makes a frugal living through her business and is popular among the town's spiritualism enthusiasts. Her Strong Will +3 has protected her from the Dire Dreamer's influence. Besides, her placid good nature is unappealing to his psyche.

If the investigators choose to consult her (possibly at the urging of Mrs. Heskith), they will be shown into her stuffy parlor which is hung with bright shawls and smells of cats and herbs. Madame Robu will not join in active investigations, but she has genuine Divination powers and may be used by the GM to help out a confused party or to mislead the lucky or clever. In no case should she do the PCs' work for them. Her advice will always be cryptic.

Madame Robu: ST 8, DX 10, IQ 13, HT 8. Magery 2; Strong Will +3. Quirk: Dresses like a gypsy. Skills: Crystal Gazing-14; Cartomancy-15.

42. Eddie's Bait Shop. A low, rambling structure, badly in need of paint. Eddie Wall does a fair business in live and cut bait. The stench is almost unbearable on a still day. Other goods for sale include fishing tackle, shotgun shells and home-made beef jerky. Eddie Wall will hire himself out as a hunting guide for \$5 a day. Usually a slow-talking, affable man, he has a Split Personality. At random intervals (usually a week or more apart) his second personality will manifest itself. This personality is aggressive and violent. In this state, he will call himself Jacky and challenge any man present to some sort of physical contest, such as wrestling. If defeated he will become violently angry and try to kill his opponent. The second personality persists for 3d×10 hours.

Eddie's wife, Belle, is a morose woman, frightened by her husband's personality swings yet fiercely possessive of him. She may fly into a rage if a pretty woman seems to pay too much attention to Eddie.

Eddie Wall: ST 11, DX 10, IQ 10, HT 13. High Pain Threshold; Split Personality. Quirk: Always wears woolen hat. Skills: Boating-13; Fishing-14; Guns (20-gauge shotgun)-11 (3d crushing); Hunting-12; Survival-12.

Belle Wall: ST 8, DX 11, IQ 11, HT 9. Attractive; Jealous. Quirk: Hums tunelessly while working. Skill: Cooking-12.

43. Abandoned Cemetery. This graveyard predates the town's incorporation (see p. 25).

44. The Cavern. The Cavern is a small frame building on the side of a rocky ridge. The interior of the building opens into an actual cavern, the tables and bar set on wooden walkways amongst the stalagmites. There is a small jazz band and a floor show every weekend. Drinks are overpriced: \$.50 a shot or \$8.00 a bottle.

A password is required to get in here; it can be obtained in

Southside with a Streetwise roll. One of the co-owners, "Bull" Cassidy and "Blacky" Malone, will be here, night or day.

Bull and Blacky have been partners for years. Their first business was a St. Louis protection racket. On the run after that business folded, they became bootleggers and soon made enough to open the Cavern. They chose the spot on the advice of Lucinda Appley, who had been buying liquor from them.

Bull is completely smitten by Lucinda and thinks she loves him. She is only leading him on for her own purposes. Lucinda knew about the altar when she suggested they place the speakeasy in the cave. She thought it would be a clever way to protect the altar from discovery, and it gives her an excuse for hanging around the area. Bull and Blacky are unaware of the altar's existence. Tom Heskith is held in the Cavern's back rooms (see p. 12). Blacky is not happy about keeping Tom there; he fears the Feds will get involved. This is causing some friction between the two gangsters.

"Bull" Cassidy: ST 13, DX 10, IQ 9, HT 10. Toughness DR 1; Bully. Quirk: Smokes fat cigars. Skills: Guns (.38 revolver)-13 (2d-1 crushing).

"Blacky" Malone: ST 10, DX 13, IQ 10, HT 8. Acute Hearing +2; Greedy. Quirk: Wears bright red suspenders. Skills: Guns (.38 revolver)-10 (2d-1 crushing); Knife (switchblade)-16 (thrust 1d-3, swing 1d-3).

45. Buffalo Head Speakeasy. The Buffalo Head offers jazz music, floor shows, and rot-gut liquor to its clientele. Its owner, the handsome but oily Reed Smith, is a rival of Bull and Blacky. If bribed heavily (at least \$100), blackmailed with legal threats, or Fast-Talked, Reed will reveal that Lucinda Appley is a silent partner in the Cavern. If given the chance, Reed will "rub out" any who attempt to blackmail him.

Reed might be persuaded to make a raid on the Cavern if the investigators can convince him that his rivals are seeking to ruin him, steal his girl, or something similar. This requires a Contest of Fast-Talk or Diplomacy against Reed's IQ. Reed will assault the place with six thugs; use the stats from p. 29.

In the modern era, the Buffalo Head is a shady restaurant where the liquor laws are often bent. Illegal drugs are sold and used in the back rooms.

Reed Smith: ST 10, DX 12, IQ 10, HT 10. Bad Temper. Quirk: Pencil-thin moustache. Skills: Streetwise-15; Guns (.38 revolver)-15 (crushing 2d-1).

46. Dave's Dive. This is one of several small taverns in Southside. Closed frequently by the sheriff, they emerge phoenix-like in some other location with slightly different personnel. There will be several crude tables and an even cruder bar of stacked crates. The booze here is dangerously contaminated 50% of the time (see p. H66).

Jerry Goad will often be found drowning his guilt here during the Cement Works investigation. Dave Dever, the proprietor and barkeep, is highly jealous of his wife, Sal. On any reaction roll worse than Neutral, Dave assumes that a male investigator is trying to flirt with Sal and warns him off in no uncertain terms; anyone actually making a pass at Sal is attacked at once.

Dave Dever: ST 12, DX 11, IQ 10, HT 9. High Pain Threshold; Jealous. Quirk: Threatens to knock male visitors' teeth out if they look at Sal. Skills: Brawling-12.

Sal Dever: ST 10, DX 11, IQ 9, HT 11. Attractive; Impulsive. Quirk: Wears seamed black stockings.

47. Mac's Place. Mac's Place is situated in an old cellar. Mac Retanback is an old sea dog who loves to sing and tell lies about his South Pacific adventures to his customers as he tends his bar. Mac believes he has enemies amongst the other saloon-keepers and may think inquisitive strangers are spies.



Mac Retanback: ST 10, DX 10, IQ 10, HT 9. Paranoid. Quirks: Tells lies about his former life; Wears a captain's hat. Skills: Knife-12 (1d-3 cutting, 1d-3 impaling); Seamanship-9; Singing-10.

48. Sam's Saloon. Situated in the basement of a ramshackle house. The barkeep and owner, Sam Higgins, is a quiet and pleasant fellow while running his saloon; he minds his own business and doesn't gossip. But after hours he seeks out victims (usually streetwalkers) and slays them, drinks their blood and buries their bodies in his back yard. He has killed six people so far. As his victims are mostly outside the law, the police are so far unaware of his activities. Investigators (particularly women) may encounter Sam if they visit Southside at night. By day, Sam sleeps in a homemade coffin in his attic.

Sam Higgins: ST 8, DX 11, IQ 10, HT 9. Alertness; Delusion (thinks he is a vampire); Sadist. Quirks: Dislikes garlic; Uncomfortable near mirrors. Skill: Knife-11 (1d-4 cutting, 1d-3 impaling).

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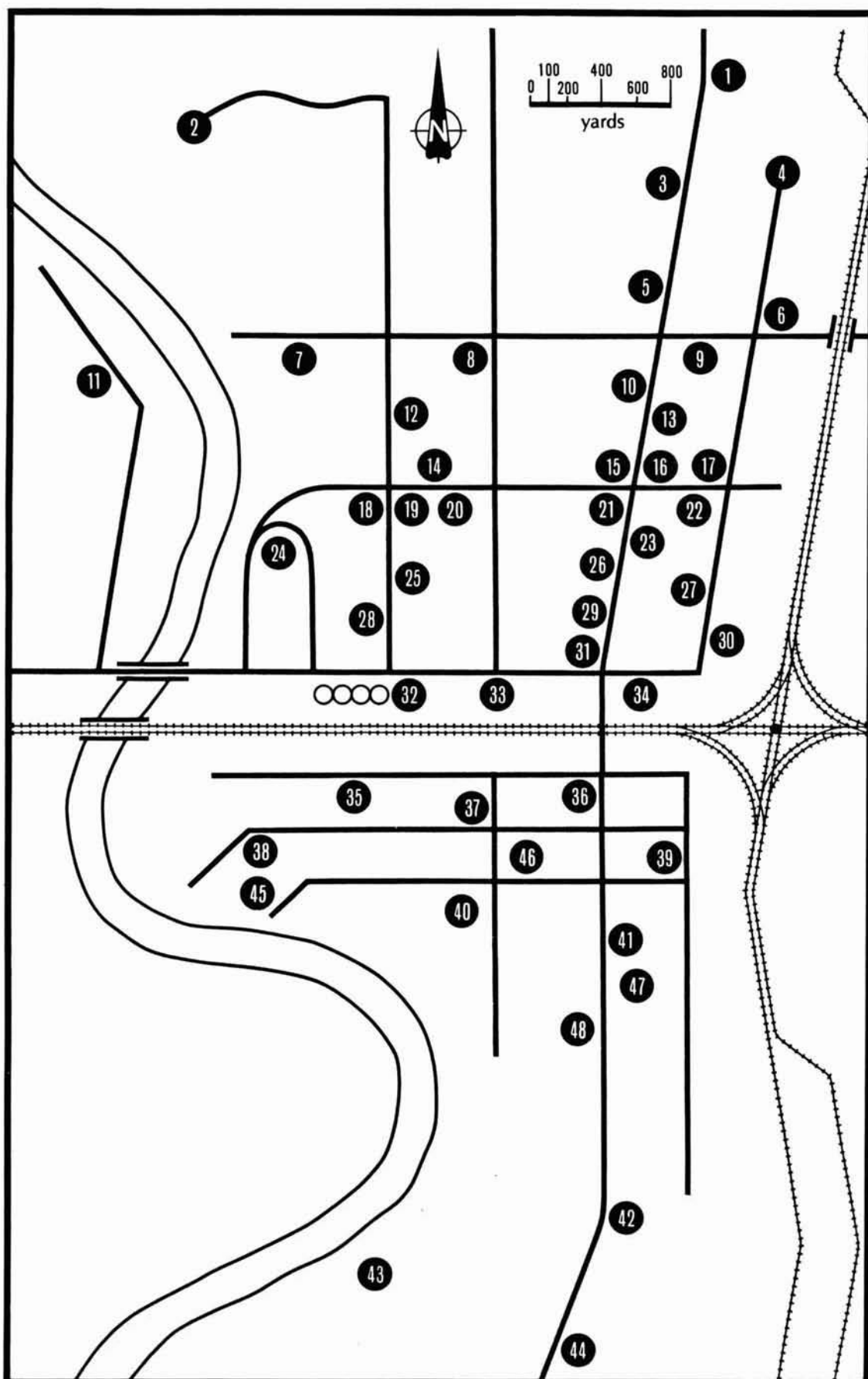
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The GM seeking a greater feel for the period or the area could view some of the films made in Kansas, or William Inge's plays, such as *Picnic* or *The Dark at the Top of the Stairs*. A good source for atmosphere on the American socialist movement is the Warren Beatty film *Reds*.

LIBERTY

1. Wilson's Aerodrome
2. The Heskith Mansion
3. The Redeemer Lutheran Church
4. City College of Liberty
5. Bible Baptist Church
6. Lincoln Road Sporting Goods
7. The Appley Residence
8. The Public Library
9. Nickel's Five and Ten Cent Store
10. U.S. Post Office
11. Country Club
12. Sisters of Mercy Hospital
13. Eastern Union Telegraph Office
14. Stockman's Club
15. The *Liberty Daily Sentinel*
16. City Hall
17. Variety Theatre
18. Kean Hotel
19. Broadview Hotel
20. Chez Andre Restaurant
21. County Courthouse
22. Odeon Theatre
23. Coronado Apartments
24. City Park
25. Halsey General Contractors
26. Memorial Hall
27. Mrs. Carey's Boarding House
28. Reed's Grocery Store
29. Harry Edgerton's Plains Oil Service Station
30. Lessman Garage
31. Don's Diner
32. Grain Elevators
33. Parson Brothers Meat Packing Plant
34. Santa Fe Railroad Station
35. First Southern Baptist Church
36. Baker House Hotel
37. Kozy Kitchen Kafe
38. Al's (a flophouse)
39. The Shelton Arms (a flophouse)
40. Rooms (a flophouse)
41. Madame Robu's Fortune Telling Parlor
42. Eddie's Bait Shop
43. Abandoned Cemetery
44. The Cavern Speakeasy
45. Buffalo Head Speakeasy
46. Dave's Dive
47. Mac's Place
48. Sam's Saloon



Beware of the Dire Dreamer...

Tom Heskith, the son of a rich Kansas oilman, has disappeared! Was he kidnapped? Did he run away? Or perhaps something a bit more *sinister* is going on . . .

Chaos in Kansas is an adventure source book for *GURPS Horror* and *GURPS Cliffhangers*. In *The Dire Dreamer* the characters will be swept up into a web of mystery and terror as they seek to find the missing person . . . without losing their lives or their sanity in the process.

Then it's on to *The Cement Works*, where the workers are ready to go on strike, the equipment is taking on a life of its own, and things are not always as they seem . . .

Liberty, Kansas, is the backdrop for the adventure. This sleepy little town (population: 9,832) is the typical Kansas city of the 1930s . . . or is it? Strange disappearances and mysterious noises are becoming disturbingly frequent. Over 45 locations in the town are detailed, including restaurants, speakeasies, hotels and many other locations. NPCs such as Sheriff Don Barr and the moonshining Compton boys are provided to flesh out both the adventure and an ongoing campaign. Minor NPCs are detailed in the locations in which they are encountered.

Chaos in Kansas provides the gamemaster with everything needed for a *Cliffhangers* campaign, including a map of Liberty and surrounding environs, hints on how to leave the players hanging from adventure to adventure, and ideas for using Liberty in future adventures.

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